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AMIGA FORMAT

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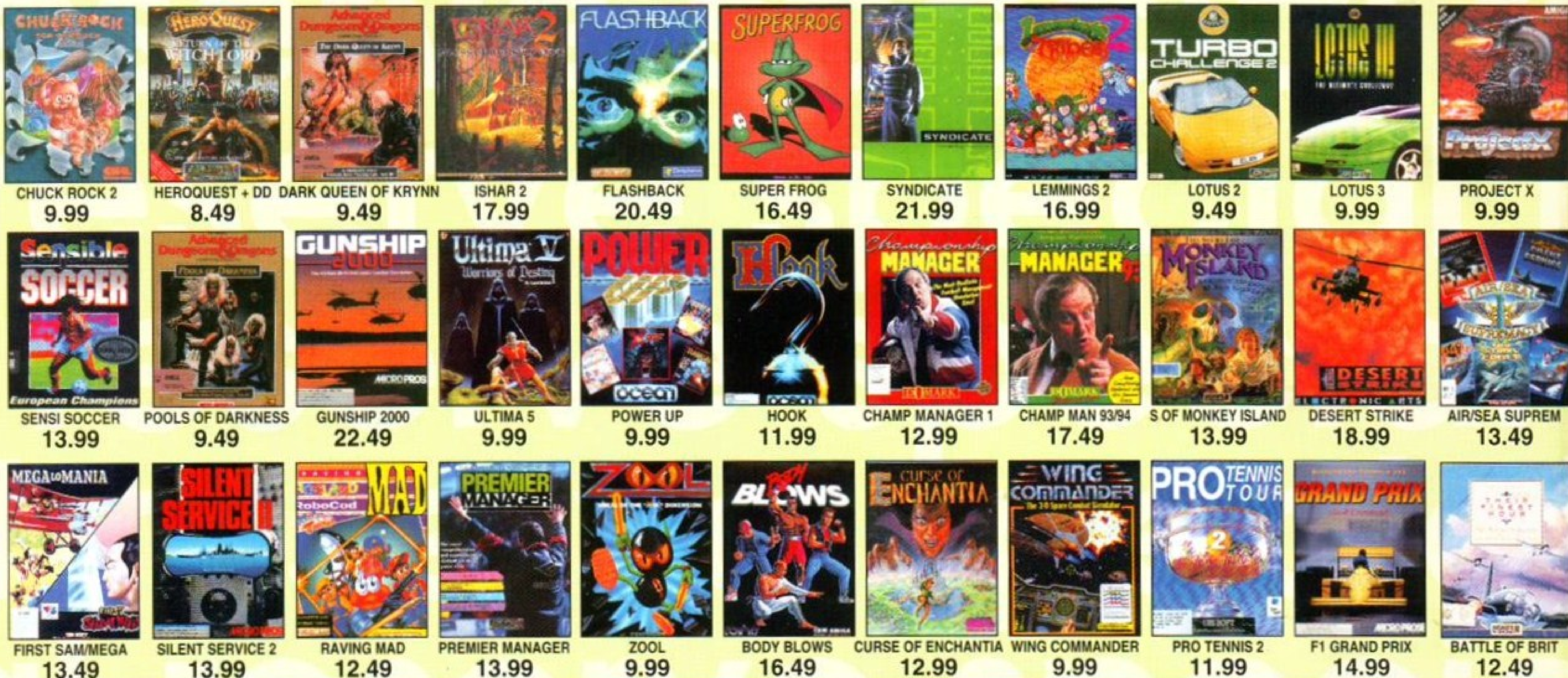
Spirit of Independents

Nine new outfits threaten better games, no compromises – *and* lower prices. Are they for real?

REVIEWED: Soccer Kid, Nicky 2, One Step Beyond, Blob, Overkill! Deluxe Music Construction Kit, Video Pilot, Scenery Animator 4, ADPro 2.3, TechnoSound Turbo 2

Future PUBLISHING





Games marked NOP will not work on A500 Plus, A600 or A1200. Games marked NO12 will not work on the A1200.

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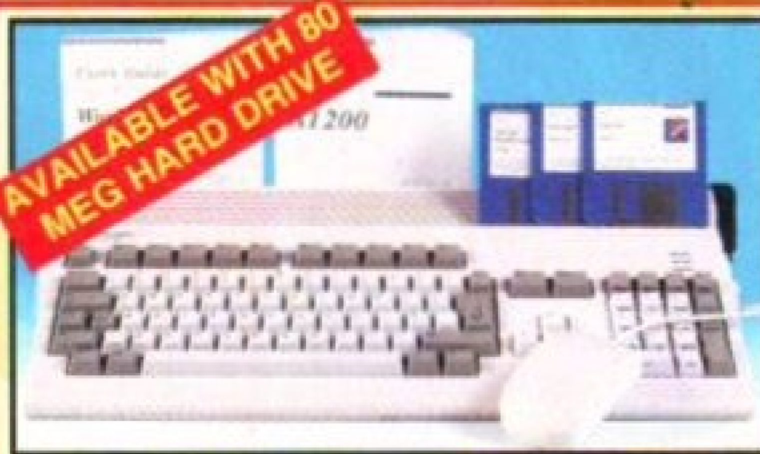
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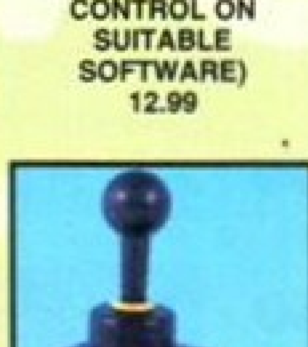
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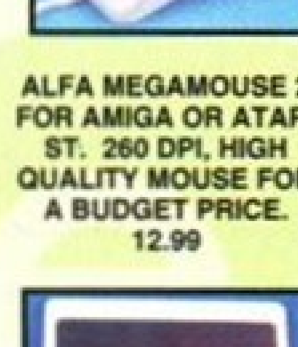
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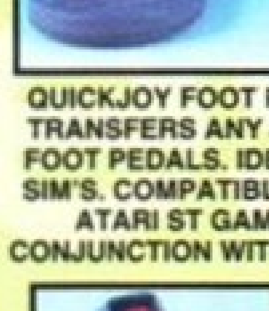
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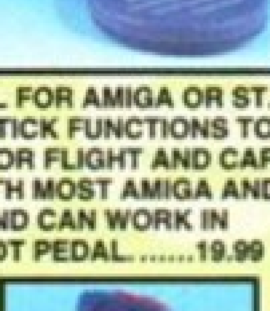
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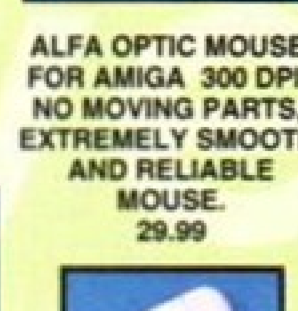
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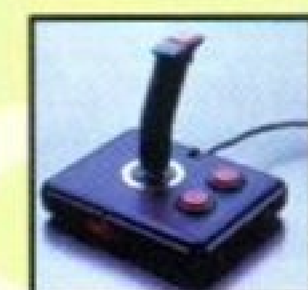
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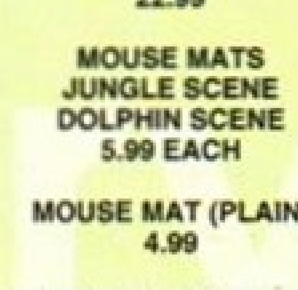


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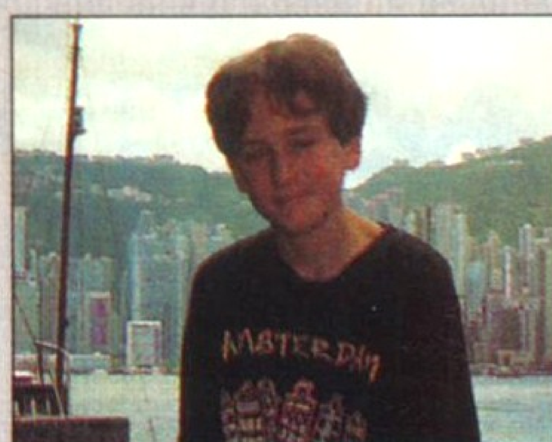
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Welcome to Amiga Format. As you've probably realised this issue has a brand new look. Two Coverdisks and a 20-page supplement. Enjoy!

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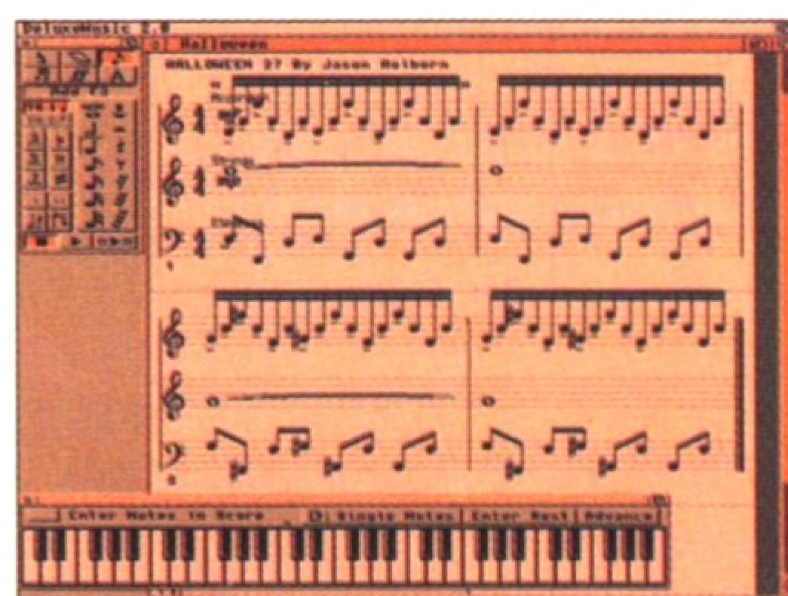
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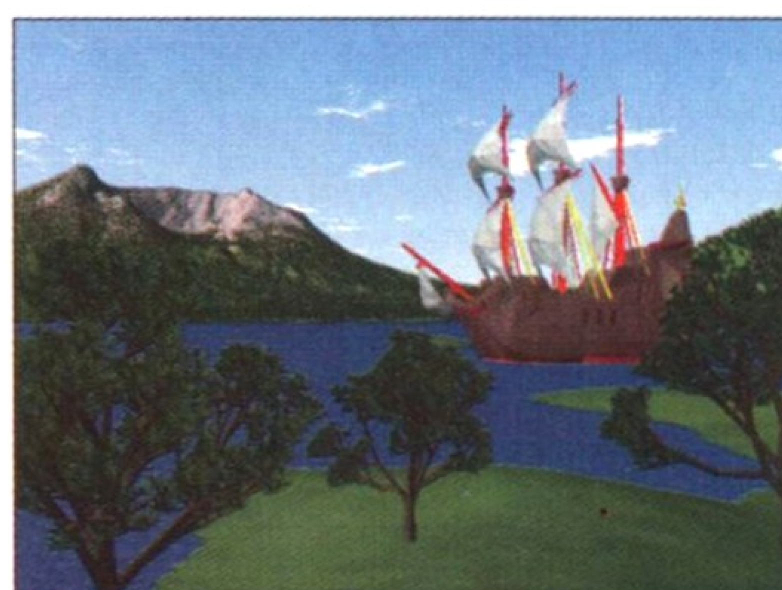
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Soccer Kid, can he kick it to the rest of the pack, score a *Format* Gold and rescue the World Cup to boot?


Want a bit of titillation with your boardgames? How's about Strip Othello... yes we do mean it!

On this month's Coverdisks



SUPERB PLAYABLE DEMO!
A huge section of the stunning follow-up to Vivid Image's incredible oriental beat-em-up.

FOR FULL INSTRUCTIONS SEE PAGE 6



FOR FULL INSTRUCTIONS SEE PAGE 8





Are we the only people who ever played *Nicky Boom*? And will we think as highly of the sequel, *Nicky 2*?



Is *Lemmings 2* still causing you sleepless nights? Turn to page 111 for a few handy hints.

Cover STORY



Spirit of Independents

The big games software houses have had it there own way for too long. And now there is a bunch of new, young, vital developers looking to turn the system on its head. They talk of better deals, better games and lower prices. Can they deliver? Meet the brat pack on page... 25

Fear, Loathing & BLITZ

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COMPETITION!



Learn to canoe, and show a PC user a thing or two.

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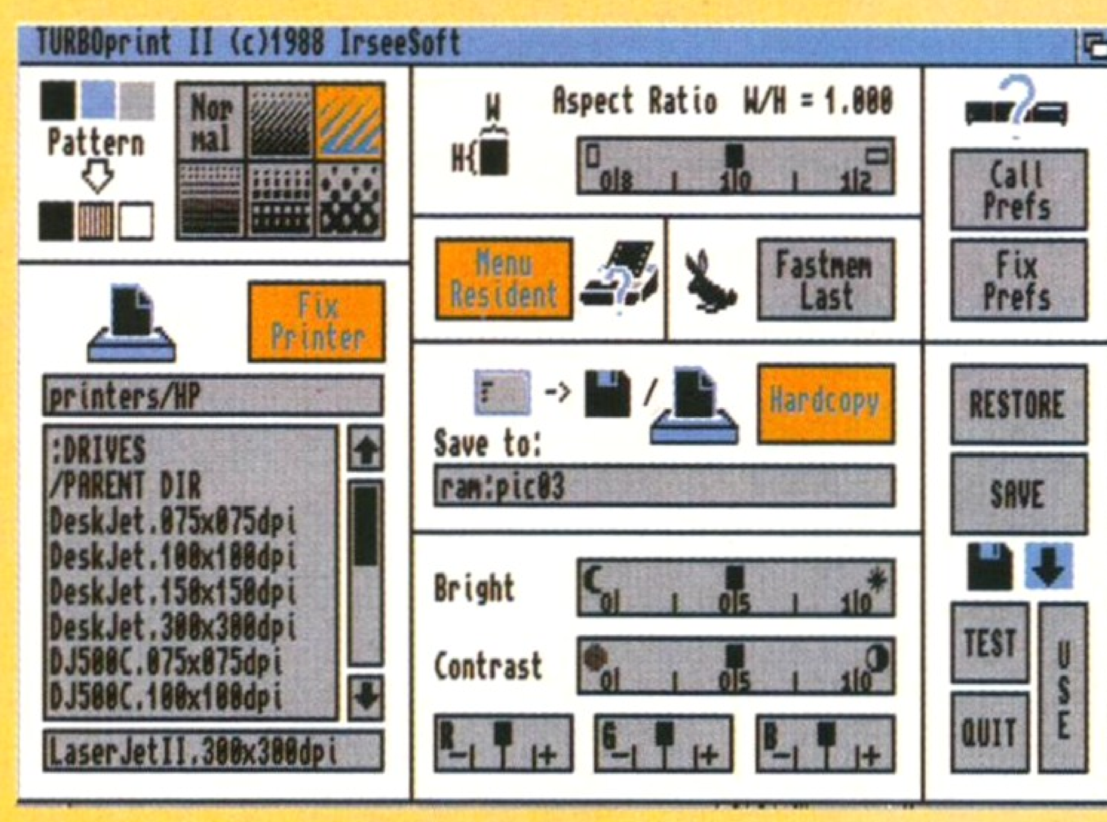
Win lots

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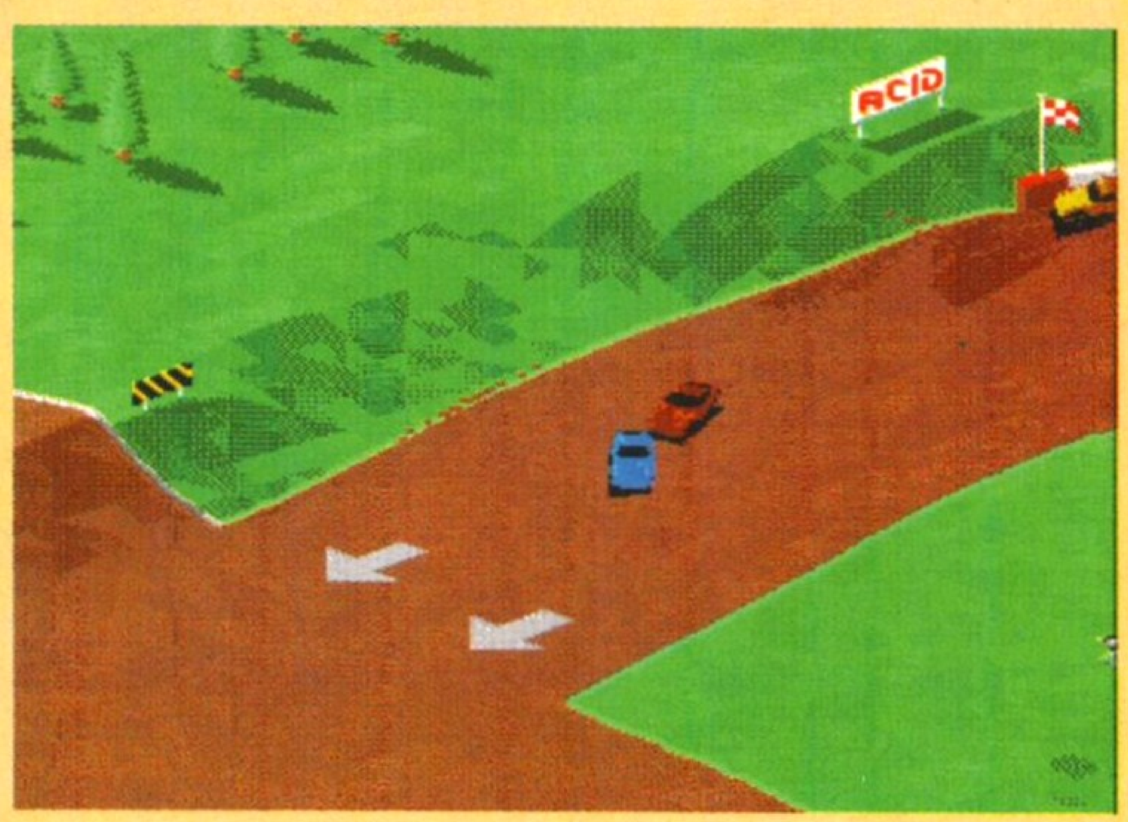
Second Samurai

First Samurai was a milestone game. An absorbing and exciting beat-em-up, with superb graphics and sound. Now Vivid Image have released the sequel, can they match the heights achieved by the first game? Play the demo, and discover...



Turbo Print 2

If you've spent hundreds of pounds on a printer only to discover that you aren't getting the quality you expected, we may have a pleasant surprise for you. This month's complete Coverdisk package is an excellent print optimisation program.



Skidmarks

There are few games genres as good for the spirit of competition as viewed-from-above driving games. This great example is from Vision software in New Zealand. It's fast, it's frantic and it's a bitch to control... we love it!



SECOND SAMURAI

Scary monsters, creepy crawlies, and men with their hair in buns are just some of the ingredients that combine to make Second Samurai one of our most playable demos ever.

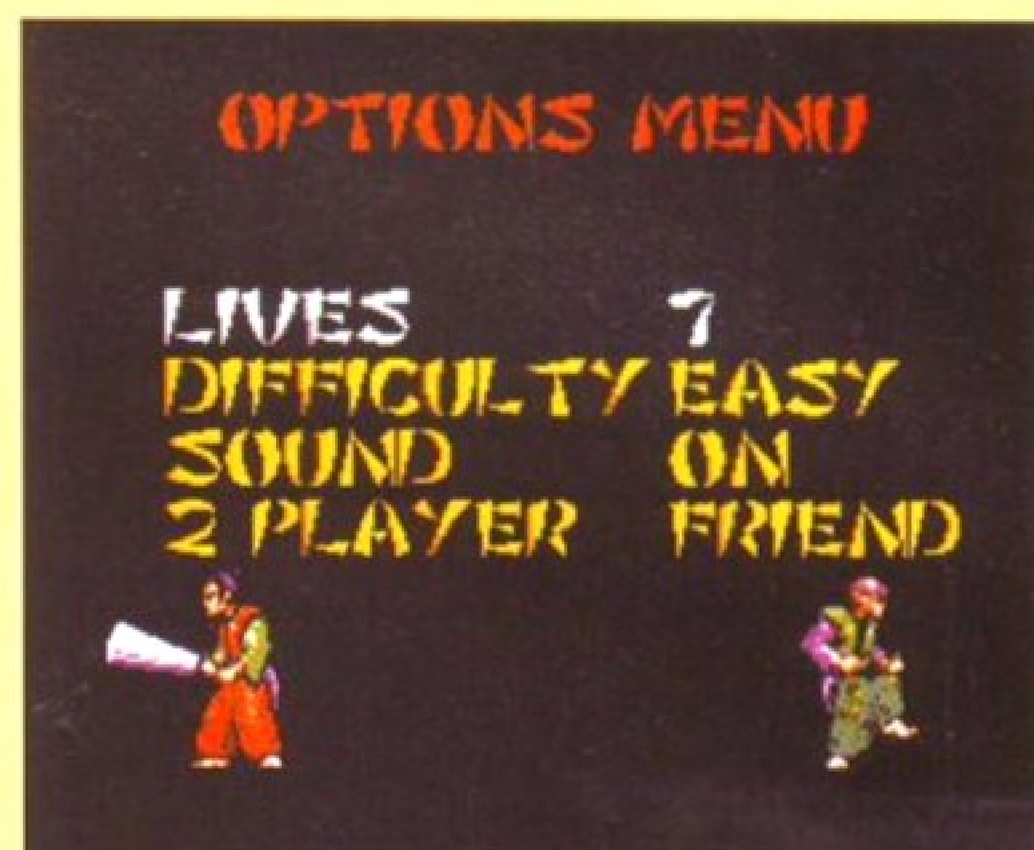


IN THIS CUNNING mix of arcade-style beat-em-up, puzzles and adventure, you play the a samurai warrior. Battle your way past skeletons, stone heads, armadillos and dragons. Float through the air in a large bubble (which could burst at any moment).

Two people can play simultaneously and there are three different two-player options: Friendly - where you can't hurt each other; Stun - you can disorientate your opponent for a few seconds with a well-placed kick; and Kill, where you can give the other bloke a thorough going over. With excellent sprites and nicely animated backgrounds, it won't be long before you're down at the local sports centre asking about karate lessons, probably.



1 The first thing you see is the title page. Move joystick up and down to select one player mode, two player mode, and the Options page, which looks...



2 ...like this. Highlight the option you want, then move left or right to select. Two-player mode can be friendly, hurtful or a shared experience.



3 Begin by walking to the right. At this point note the beautiful backgrounds, and marvel at the way the planet revolves around the moon.



4 Jump up and kick the golden crowns, or whatever they are, and gain experience points. These points are a guide to how much you've done in each level.



5 Kick and punch the brown monsters, affectionately known as Christmas puddings, but officially known as kickers. Oh, and low-kick any snakes that may be passing.



6 After collecting the goodies on the right, stand on the rock and low-kick a few times. The rock will break, and you can fall through.



7 Walk left and drop down. Get rid of all the snakes and armadillos by low kicking, but watch out for the 'dillos when they're curled up.



8 Collect all the objects you find for extra experience. These books and things will mean something in the final game, but they're just for decoration in this demo.



9 Kill the horrid monster-type dragony-thing by kicking its head in. It'll take a while, but persevere and watch out for its hot breath.



10 Jump from platform to platform over to the right. Avoid the fire by ducking and diving, and be prepared for the screen to judder a lot.



11 Hang around this area, dodging flying fireballs, and wait until a very large (samurai-sized) bubble floats by.



12 Hitch a lift in the bubble, and you'll float skywards. Move left, right and down, making sure you miss the fire (don't want to burst your bubble, or anything...)



13 Kill the hideous dragon by, um, kicking its head in. Or punching, if you like. Whatever, but make sure you don't fall down the hole on the left. It's easily done.



14 Samurai dons a pair of sparkling trousers before... hang on, no, it's a portal. Hold down the firebutton, and zoom to level two!



15 Oh, yes. This is the type of thing you can expect to see when you've completed a zone. A bit self-explanatory really, I suppose. Still, it's there now.



16 Much the same type of thing on this level, punching kicking and making a lot of noise. Hold down the fire button over the blue portal, and enter...



17 The asteroid zone! Ta-daaa! Punch and kick the skulls, and get rid of them. From here we'll leave you to get on with it. Good luck!

CONTROLS:

JOYSTICK

Joystick 1 controls player one, joystick 2 controls player two. All moves are accessed using the joystick.

To punch, press fire. To kick, move left or right and fire. To low kick, hold diagonally down and left or right, then press fire. To jump, push up.

KEYBOARD

Keys C and V adjust volume of background music. This does not affect the sound effects. Left Shift selects player one weapons. Right Shift selects player two weapons.

ESC aborts the game. P pauses the game, and any other key or the fire button unpauses.

COMPETITION

Hidden in the *Second Samurai* Coverdisk demo, there is a hidden part of a level. If you find the section and complete the puzzle inside, you will see the message: "The secret message is..." followed by a sentence.

To win one of 10 copies of *Second Samurai* when it is released, simply write the sentence, along with your name and address, on the back of a postcard or stuck-down envelope. Then post it to:

I GET A KICK OUT OF SECOND SAMURAI COMP,
AMIGA FORMAT
30 MONMOUTH STREET
BATH
AVON BA1 2BW
TO ARRIVE NO LATER THAN 29 OCTOBER 1993

HARD DRIVE USERS
For those of you with hard drives, an install program has been provided. Simply double-click on the 'Install' icon and the install script will run. When asked for the name of the device you wish to install *TurboPrint* on, simply enter the device name of your drive (such as DH0:, HD0:, and so on) and press return. A drawer called *TurboPrint* will be created on the selected device and all the relevant files will be copied on to your disk. Now you can run *TurboPrint* by opening the *TurboPrint* drawer and double-clicking on the TurboPrefs icon.

TURBO PRINT 2

For perfect printing from your Amiga, TurboPrint gets results. Don't believe us? Try your Coverdisk out now!

THE MOST ANNOYING thing about owning a printer for your Amiga is the way that Workbench handles print outs, or rather, the way it doesn't.

It is particularly annoying when you know that your printer is capable of much more, but it is restricted by the primitive drivers used by Workbench.

Well, here at ***Amiga Format*** we have the answer for you. *TurboPrint* – on the Coverdisk of this issue.

Why TurboPrint?

TurboPrint was designed to combat the deficiencies of the Workbench preferences drivers. Although the printer drivers which are supplied with Workbench are customised for certain types of printers, they do not necessarily take advantage of features specific to a particular model.

The real power of *TurboPrint* is its use of advanced dither modes. These, when applied to the maximum printer resolution, produce much more representative shades and give output a greater dynamic range. Or in other words, your pictures look better. If you don't believe us, try it for yourself – but take a look at the two pictures shown here.

Both originate from a hand scanner image taken from last month's issue, but one was printed out with normal preferences, while the other used *TurboPrint*. Guess which is which. *TurboPrint* also allows you to take more control over your output, with slider controlled contrast, brightness and colour correction and an aspect ratio slider. Put simply, if you have a printer, you need this utility.

How to get started

To run *TurboPrint* simply double-click on the TurboPrefs icon. After accessing the disk a screen will appear giving information about Irsee Soft. Click in the 'OK' box in the bottom right-hand corner and a new window will appear displaying the *TurboPrint* controls.

For more information on the controls, please see the annotated

TURBOPRINT MENU

This button will call up the second screen which has various printer preference controls. The contents of this screen are described below.

Choosing this option will force *TurboPrint* to use Fastmem wherever possible, protecting your reserves of Chip memory which are no doubt going to be extensively used by whatever program you intend to print from.

The Restore button is used to recall the last settings that have been saved. If you make adjustments but do not save them they are lost when *TurboPrint* is removed.

The save button will save the current settings as the defaults. If the settings are subsequently altered, these settings can be recalled using the restore option.

Brightness can be adjusted by this slider. In greyscale mode the brightness will effect the density of the pattern chosen to represent each level of grey. In B&W mode it will effectively adjust the threshold point.

Contrast controls the rate of change of light levels, making it easier or harder to discern between them. Contrast will have no effect in B&W mode.

The colour sliders allow the component colours to be adjusted. This is useful for colour printers where the balance is not always perfect. Red is usually the colour which needs the most adjustment, but experimentation is recommended.

It is possible to select any printing to be done to a file. Simply type in the pathname for the file in the text gadget and make sure that the 'Hardcopy' button is not highlighted.

Clicking on the 'Use' button will activate *TurboPrint* with the current settings.

Highlighting this option enables a memory resident hotkey to reload *TurboPrint* at any time. The key combination is Control-Alt-T, which calls up the main TurboPrefs screen at any time.

You will need to choose a printer driver which matches the printer you have, or one which it can emulate. If you have a printer which emulates a Deskjet, you may choose any of the Deskjet drivers. It is worthwhile to experiment a bit if there is no exact match for your printer. Note that the DJ500c driver is for the colour the HP deskjet.

Colours and shades of grey are reproduced via a dither pattern. Solid colours will be represented by patterns made up of various individual printer dots. There are many ways to generate these patterns, and *TurboPrint* gives you a choice of six.

The Aspect Ratio is the ratio of dot width over dot height. This will effect the squareness of pixels. It is useful to adjust the aspect ratio to match the ratio of your display device, otherwise you will find that what looks like a circle on your screen prints out more like an ellipse.

diagram below. Initially it is only necessary to select the correct driver for the printer you are using.

Select a printer driver using the requester in the bottom left of the window. The scroll bar to the right of the window will allow you to move up and down the list. Note that many of the drivers come in more than one resolution. The actual dpi resolution is shown at the end of the driver name. This allows you to select the resolution any output will be printed at.

Having done this, select the 'Call Prefs' button in the top right of the window. This will call up the second *TurboPrint* window, which replaces the printer preference functions from Workbench. Again the functions of this window are explained in the diagram below, but there are only a few that need worry you to begin with.

The first is the 'Shade', selected in the top left corner. Unless you are using a colour printer, this must be set to B&W or 'Greyscale'. For artwork, except line art, it is most likely you will wish to set this to Greyscale.

The other important button is in the top right. Here you must select the port that your printer is connected to. Most people will find that their printer is connected to the parallel port (marked as the printer port on the rear of many Amigas), but if you have a serial printer or a second parallel port, you may have to change this.

When these changes have been made to your satisfaction, select use from the bottom right of the window. You will be returned to the initial *TurboPrint* window. It is a good idea to select the save option here (about halfway down on the right) to save extra effort everytime you run *TurboPrint*. Select 'Use' from the very bottom right corner and the window will disappear.

Attempting to print

Everything is OK, *TurboPrint* is still resident in the Amiga's memory, but the window has closed down. In order to see the fruits of *TurboPrint's* labour, you must attempt to print something out.

TurboPrint will enhance the output from any program which normally uses the preferences driver, including *Deluxe Paint*, *Art Department Professional* and *Wordworth*. The only notable exceptions are *Professional Page* and *Pagesetter*, which use their own output system. Just print out from your normal art package (or if you are desperate you could use the Workbench *GFXDump* program) and marvel at the difference.

To alter any of the parameters you have chosen, you can run the *TurboPrint* program again and make alterations, but remember to save them before you quit. If you discover that for any reason you are running out of memory, *TurboPrint* can be removed from memory using the *NoTurbo* program. Effectively this removes the program and re-allocates any memory buffers it may have been using, which can amount to over 150K.



TURBOPRINT PREFERENCES

TURBOprint II (c)1988 IrseeSoft

Shade: B & W | Gray Scale | Color

Threshold: 1 8 15

Antialiasing: ON | OFF

Port: Parallel | Parallel 2 | Serial

Left Offset: 0.0 inches

Center: ON | OFF

Scaling: Fraction | Integer

Image: Positive | Negative

Tractor: Narrow | Wide

Limits: Ignore | Bounded | Absolute | Pixels | Multiply

Width Limit: 0.0

Aspect: Horizontal | Vertical

Height Limit: 0.0

Measure: inch | cm

USE | CANCEL

The threshold setting is only relevant to black-and-white mode, and sets the grey level at which point the pixel will be printed as black.

Anti-aliasing is a method used to blur edges and avoid jagged areas of lines and curves appearing due to the resolution limits of the output. It works by dithering high contrast edges which may cause unpleasant blurring effects.

These gadgets are used to select the port that your printer is connected to. In most cases this will be the Parallel port (ie if your printer is connected to the port marked 'Printer' or 'Parallel' on the rear of your Amiga).

These gadgets here are used to select a wide carriage printer (13 inch) if you have one that is.

The scaling controls the way that individual image pixels are converted into areas of printed output. Fractional scaling requires more processing, but it gives a more accurate output.

Once you have completed your preference selections you may select 'Use' to return to the main *TurboPrint* menu or 'cancel' to ignore your choices.

The Aspect control allows the output to be printed either horizontally, the normal way across the page, or vertically down the page.

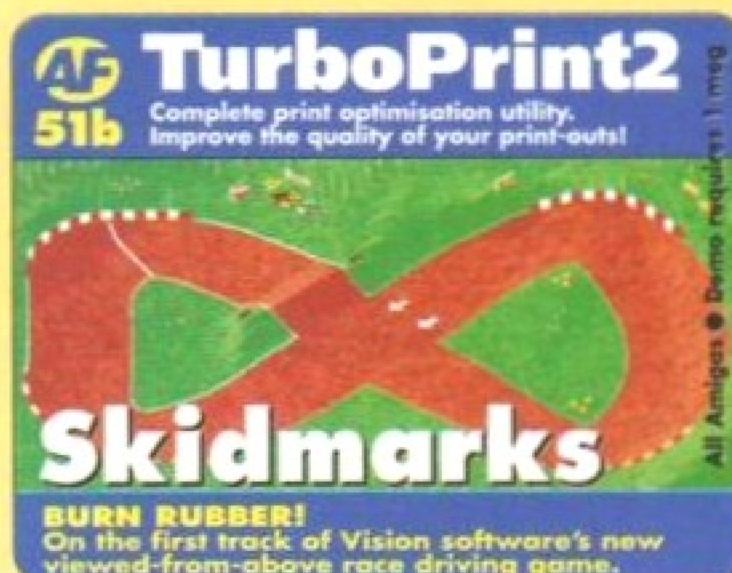
The Image can be either positive or negative. A negative selection will reverse the colours or shades in the picture, which can be useful when printing out pictures with black backgrounds.

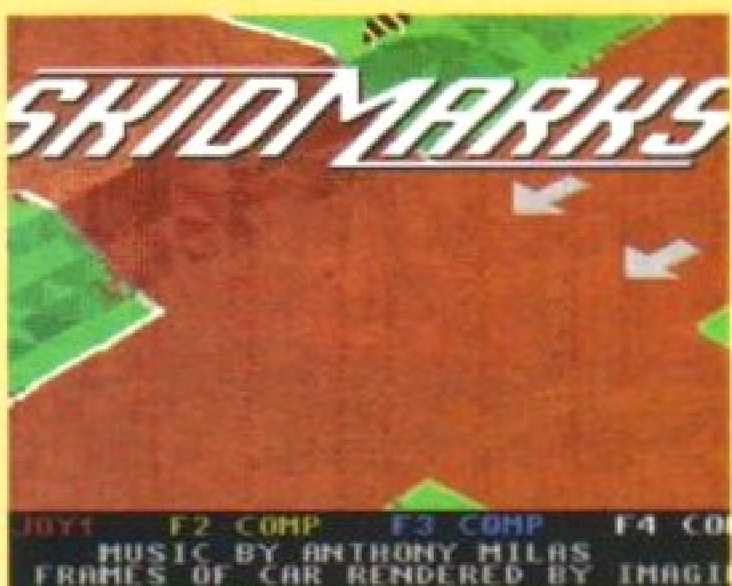
With centring on, the picture is automatically centred in the middle of the output page. If it is turned off, the user may specify a left offset in the text gadget.

The limits to the output image can be expressed either as an absolute value, a scaling factor or a pixel value. These are controlled by the gadgets to the left. These image-limiting modes are the same as those found in preferences and are explained more fully in your Workbench manual.

Clicking on these buttons activates the respective shading mode. In most cases it should be set to greyscale, or colour if you have a colour printer. Black and white mode does not support any dithering.

The width and height limits are activated when any of the limiting options from section 9 are chosen. They are specified simply by clicking in the boxes and typing a value. The units are shown towards the right of the gadget.





If you've pressed Y (like, as if you'd press N) you should have this title screen.

SKIDMARKS

Double entendres aside, this is an Off-Road Racer-style Blitz Basic game, on your marks...

TO RUN THE fantastic *Skidmarks* demo, written in *Blitz Basic 2* by Acid Software, pull the *Turboprint/Skidmarks* disk off the cover of this issue, and stick it in your ear... no, sorry, that's your Amiga. Switch on, and wait.

A message will appear shortly, looking something like: "Do you want to play *Skidmarks*? Answer Y or N (and press Return)". Press Y, then press Return. After a minute or so, the Skidmarks title screen will appear, exactly like the one shown on the left.

The first four function keys are used to select the players for the red, yellow, blue and white teams. One or two players can take part in a race, with the Amiga controlling the other cars. At first, all the players are set to COMP (Computer), so you need to decide on the colour you want to play, then press the function key for that colour. This will select either KEYS, JOY1 or JOY0, and then go back to COMP again.

So, if you want to play the red team using joystick one, and your mate wants to play the blue team with joystick zero, press F1 three times, and F3 three times. Now, press fire or Return to begin the race.

CONTROLS:

JOYSTICK	KEYS	EFFECT
Left	Left	Anticlockwise
Right	Right	Clockwise
Up/Fire	Up	Accelerate
Down	Down	Brake
	Esc	Abort game



Get your motor running, get out on the mud track. *Skidmarks* is 100 per cent thrill.

A1200 FIXES

Are you having trouble getting one of your old favourite games to work on your shiney new A1200? If so, write in and tell us and we'll try and arrange a fix. Just drop us a line saying which game you would like to see working on the AGA machine to:

A1200 Fixes,
Amiga Format
30 Monmouth Street
Bath
Avon BA1 2BW.

GENESIS

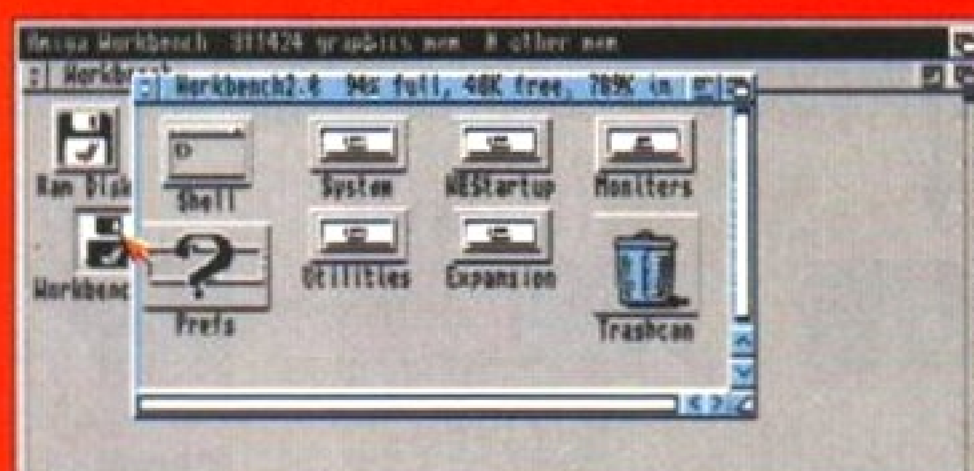
We would like to offer our apologies to Mr Andrew McNamara, author of *Flexiparse*, which we featured on our disk recently.

While we attributed the programs *Genesis* and *Flexiparse* to Steve Woodma, we omitted to mention Andrew, or his contribution to the software.

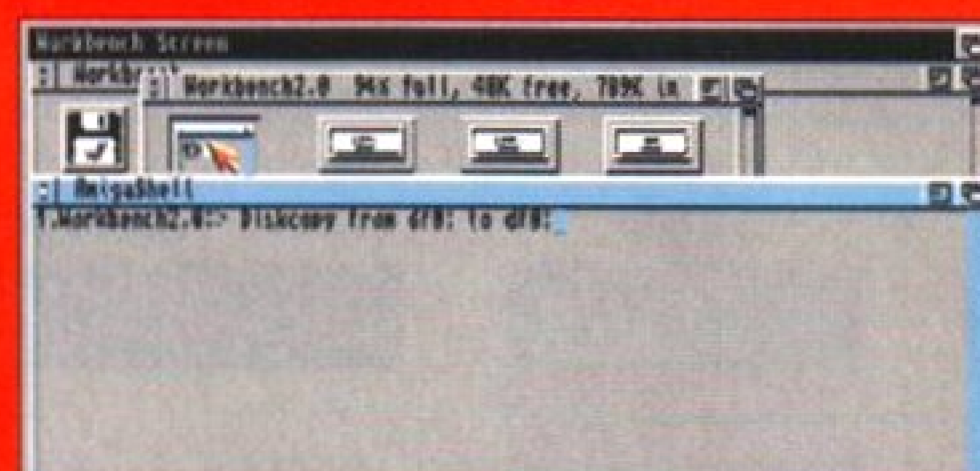
Andrew was the author of the program *Flexiparse* and we thank him for his permission to use his software on the disk.

Backing up your disk

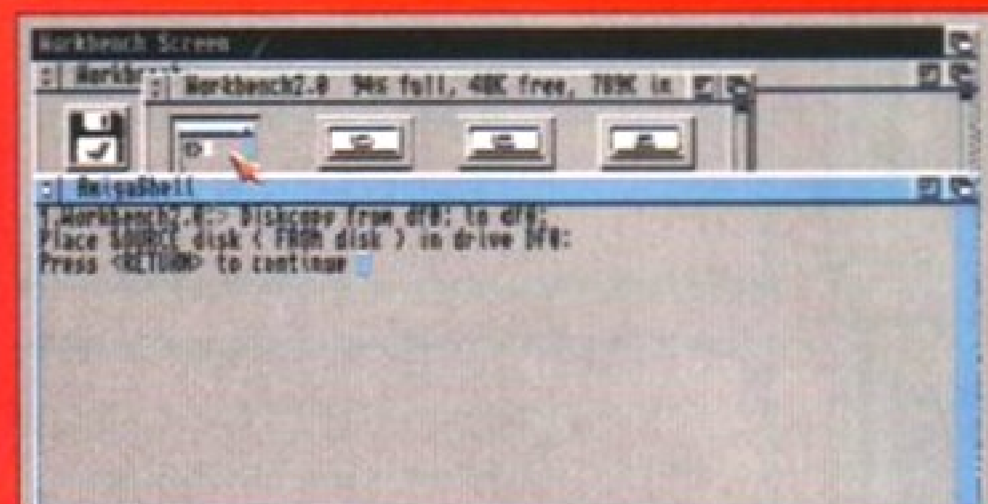
There are two ways of making a copy of your disk, and this is the easy one. Don't be daunted by the fact that you need to use the Shell or CLI: it's actually a lot easier than you might think.
Just follow these simple steps...



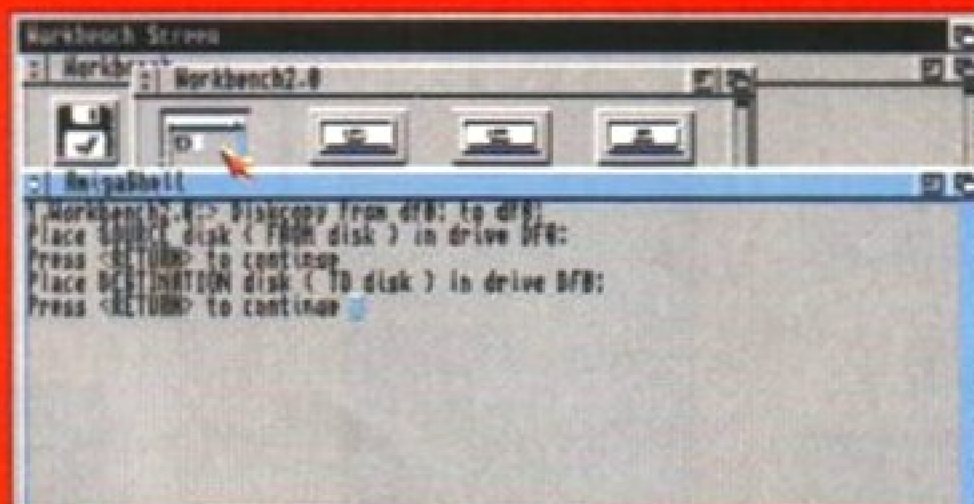
1 Load your Workbench disk. Open the disk, find the icon that says Shell or CLI and double-click on it.



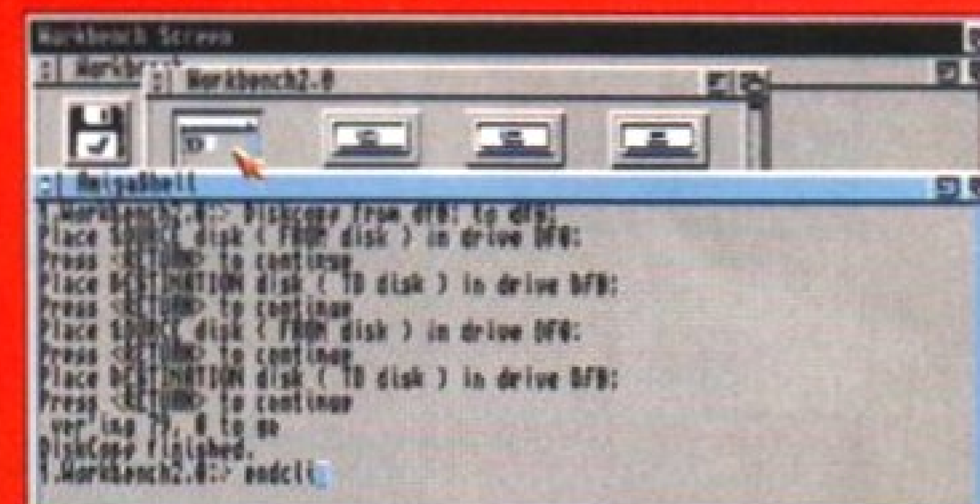
2 When the Shell window appears and the drive light is out, type in (DF0 as in Zero, not DFO as in Oops):
Diskcopy from DF0: to DF0:
and press the Return key.



3 The Amiga will now ask you to insert the 'source' disk. It means the disk you want to copy, so put the Coverdisk in the drive and press the Return key.



4 Wait for a while and it will read all the information off the Coverdisk, telling you how far it has got. Then it will ask you to insert the 'Destination' disk. Put the disk you want to copy your Coverdisk on to, in the drive and press the Return key. Note that the disk does not need to be formatted already.



5 Put the source disk and destination disk in a couple more times when the Amiga asks for them. When it says "Diskcopy Finished" just type in:
`endcli`
to get out of the Shell or CLI. You may have to put the Workbench disk in again. Now your copy is ready!

Disk not working?

We duplicate nearly 200,000 disks every month. Out of all those, obviously a few will be faulty. If the disk or any of the programs will not load or run properly, there may be a problem. Don't panic!

First try using the *DiskDoctor* utility on your Workbench disk to rescue it before sending it off for a replacement. In-full details of *DiskDoctor* can be found in the user's manual that came with your machine.

However, if your Coverdisk is in fact faulty, you should send it back INCLUDING A STAMPED, ADDRESSED ENVELOPE for a free replacement within one month of the cover date to:

Amiga Format October Disk
Disk Copy Labs Ltd
Units 2&3
Omega Technical Centre
Drayton Fields
Daventry
Northants, NN11 5RT

THE DAVE ROBERTS COLUMN

Dave Roberts is the ex deputy editor of trade magazine CTW, now a globe-trotting computer industry insider.

THE BIRTH OF the Amiga CD^{32} is something of a miracle. But that is definitely not to say it is an immaculate conception.

Its arrival is miraculous simply because of the perilous position of Commodore. A few months ago, having announced single quarter losses of $177.6 million, the firm looked to have as much future as the average royal marriage. Now they are planning to make a great technological leap forward and lead the games industry into a new era.

Sounds unlikely? Well, in all truth, it is. The Amiga CD^{32} is a good machine, the best on the market. Technically it is well ahead of other attempts to usher in the much-anticipated CD age, such as Sega's Mega CD. But its success will not be determined by processor speeds and colour palettes alone. The CD^{32} has to triumph in a cold, tough marketplace, not some young inventor of the year competition.

Two things will have the biggest influence on its success or otherwise: software support and sheer financial clout to put behind a marketing campaign.

The software support seems there already. Commodore estimates that there will be around 80 titles on the market by Christmas – including the biggest games (*Jurassic Park, Mortal Kombat, Lemmings, Sensible Soccer*) from the biggest names (Ocean, Acclaim, Sony).

But in truth, this is just armchair support. The CD^{32} is a very close relative of the A1200 and almost all of these titles are simply ports with a few extra levels and a funky soundtrack.

The real season-ticket holding support that Commodore want, and that will create a real reason to switch to CD, will consist of games designed specifically for the machine, games designed to take advantage of the extra storage, double speed drive, FMV capabilities and the like; that sort of support may be harder to come by.

Publishers' development resources are finite. A lot of manufacturers are clamouring for their time and money, and some may be even more persuasive than Commodore.

In their favour, Commodore do have excellent relationships with most major software houses, and can call on friends rather than business associates to back their baby. But good sales and mass market potential will do a lot more than a little geniality here and there.

In the UK, Commodore have set a '93 sales target of 200,000 and will look to improve on that considerably in '94. Good sales and mass market potential, definitely. And the goals are realistic because the UK market is already geared up.

There is a huge and loyal Amiga fraternity, both among consumers and, perhaps more importantly, retailers. In the UK the Amiga stands a chance. People will be made aware of it without Commodore having to match the quite incredible marketing resources of the console boys which, of course, it simply can't.

But let's not be parochial about this. What about the rest of the world? Love it as we do, it is a fact that the Amiga was not a huge global success. It only ever really took off in Europe and only went Turbo in certain countries in Europe. The US and Japan remain oblivious to its charms so in those territories, there is no base and no brand to build on.

Publishers like Electronic Arts, Sony, Acclaim and the like are global concerns, they will not develop for a machine that only enjoys local success – and even if Commodore manage to crack the whole of Europe, that may still be considered local by these guys' standards.

Commodore know this and have ambitions to strike in the States next year, but that could take more money, much more money, than Commodore have – even though some trade pundits believe that after two more quarters of loss the firm will be making a profit again by Christmas.

Commodore's UK general manager David Pleasance has said that the firm is putting everything they have behind Amiga CD^{32}. The firm's future depends on it and so only a fool would doubt his word. The question is, will everything Commodore have be enough?

COMMODORE NAME ICL TO REPLACE WANG

COMMODORE HAVE ANNOUNCED a deal with UK service giants ICL. The agreement involves CBM's complete sales operation including warehousing, pack configuration, system support and distribution to Amiga distributors, retailers and customers. ICL will also provide full warranty support services, similar to those presently offered by Wang.

This leaves the present service agents, Wang, with the obligation of continuing support for warranties taken up by customers until the ICL sign up. When the service contract was put out to tender, Wang were turned down in favour of ICL who could combine this service with a large UK warehouse and distribution network, underutilised in the recent PC slump.

The ICL announcement follows a strained period in the CBM-Wang relationship. During the summer Wang were unable to fulfil their obligations due to a shortage of parts, which particularly hit A4000 owners. Commodore say these shortages were due to motherboard revisions, but the delays caused ill-feeling between Wang, CBM and Amiga dealers.

Terry Wicks from Wang UK reassured *AF* that the parting of ways was 'amicable and positive' and that the loss of the Commodore contract did not hinder Wang's future plans.

And ICL are optimistic. General manager of ICL's system service, David Palk, says: "There is no question that this is a different marketplace for us, but we have the resources and know-how that makes this a logical and exciting extension to our business".

NEW LOW MORPH

GVP'S EXCELLENT MORPHING software CineMorph has plummeted in price. Previously £99.95, it is now being sold by UK distributors Silica for a mere £24.95. Try it, you'll like it! If you feel the need to turn your teacher into a rhinoceros, or do some other similar sci-fi transmutation, call Silica on 081-309 1111.

VIVID GRAPHICS



Mev Dinc – writing back to you all.

MEV DINC HAS been inundated with replies since he told *AF* readers he was looking for graphic artists to join his Vivid Image team (News, *AF*49). Mev, who is finalising the release of *Second Samurai*, says he will reply personally to all the applications but asks all those who sent in letters and examples of work to be patient – it will take him a while to reply to them.

MEAN SCREENIES



Give your Amiga a bright new image with colourful Screenies that cover up all that boring beige!

IF YOU LIKE WHAT'S on your screen, but the surrounding expanse of cream plastic is driving you to tedium, BCC think they have the solution.

Screenies are a range of monitor surrounds printed in a variety of colourful designs. Our favourites are the US flag and the Tiger, but there are loads to choose from. They cost £7.99 from BCC, Crown House, 31 Manchester Rd, Burnley, BB11 1HZ, and from most computer stores.

GAMES OF A DIFFERENT CLASS

With the CD medium set to take off and bring with it the prospect of full-motion video (FMV), ELSPA have agreed a set of standards with the Video Standards Council which will apply to computer games. Under the new agreement, the use in any game of "cinematic scenes of a sexual or violent nature" could result in the game being legally required to be classified. The ratings system results from the Video Recordings Act 1984.

According to ELSPA, most games will remain exempt from classification. However, games houses will be under pressure to keep their products squeaky clean, because any rating would mean cutting off a proportion of the games buying public – that is, kids.

Coincidentally, On-Line Entertainment have announced that their forthcoming CDTV version of *Cover Girl Strip Poker* will be clearly labelled with a BBFC 18 certificate. Because the CD medium is used, On-Line have squeezed 15 minutes of full-motion video into the game. The BBFC is the big-screen equivalent of the VSC, and their classifications also apply under the 1984 Act.



Only over 18-year-old eyes will be able to view On-Line's CDTV *Strip Poker*.

NEWS *brief*

24-BIT VIDEOS

The 24-bit club have compiled a series of videos showing just what the Amiga can do in terms of 24-bit graphics and animations. That's good news in itself, but get this... they only cost £1, plus a blank VHS tape. Most of the stuff on the tapes has never been seen in the UK before. Contact the club at 6 Skirsa Square (Dept AF), Glasgow, G23 5DW.

OPTONICA CDTV RELEASES

CD pioneers Optonica have several new CDTV releases. The educational titles, coincide neatly with the release of the new CD32 and are compatible with it. Expect: *Insight – Technology*, how things from a ball point pen, to the space shuttle work; *Insight – Dinosaurs*, not a *Jurassic Park* cash in, but more educational stuff; and *Insight – The Living Body*, a human biology disc. All are released through Commodore. Contact Optonica on 0455 558282.

AMIGA AWARD

The International Association of Cinematographers (IAC), have given a major award to a film made using an Amiga. Ben Northover produced the film, *Zizzy, the balls and the Butterflies* using and A500, and walked away with a £600 JVC video camera.

The IAC welcomes movies of all kinds, contact them on 061-864 4603.

CD HIRE

The CDTV user group are now offering a hire service for CDTV titles. They are extending their coverage to include the CD32 machine. If you fancy being a member, call them on 0785 227059.

MIDI SHOWING

Music fans can get their fill of hi-tech gear and new software at the MIDI and Electronic Music Show. It's a way of yet, but if you are into computer compositions keep 22-24th April 1994 free. The Venue... Wembley Conference Centre.

AUGIR READY

The Amiga User Group International Directory is now in circulation. The disk has details of 120 Amiga User groups spanning the globe. Contact Computer and Design Services, Dept PD, 24 Blackmoor Croft, Tile Cross, Birmingham, B33 OPE. The disk costs £1.75

VIRGIN INTERACTIVE ENTERTAINMENT

Virgin Games has changed its name to Virgin Interactive Entertainment. Just thought you might like to know.

NEW LOOK FOR KICKSTART AND WORKBENCH

WORKBENCH AND KICKSTART 3.1 are due for release later this year, to tie in with the release of the CD-ROM drive for the A1200. The upgrade will include both a new Kickstart chip and a set of disks containing Workbench 3.1.

New features include improved printer support, including full 12-bit support, correct printing of HAM8 images and fixes to allow the Postscript driver to print graphics correctly. A driver for Hewlett Packard's 550C inkjet printer is also included.

In order to use the forthcoming CD-ROM drive for the A1200, it will be necessary to upgrade to this new version of Workbench.

Improvements to overscanning, allowing the full width of the screen to be used on the new 1940 and 1942 monitors.

Both the new Kickstart and Workbench can run on any Amiga model from an A500 plus upwards. The aim, according to Dr Alan Havermos, Director of systems Software at Commodore, is to try and get a single operating system on all versions of the machine, thus cutting down on the

Commodore have not yet decide on a release date, but it's likely to be tied in with the release of the CD-ROM drive for the A1200 later this year.

SHOW SET

THE SECOND FUTURE Entertainment Show is to take place from November 11-14th at the Grand Hall at Olympia.



Winner of the 1992 National Computer Games Championships, Allan Brett (left) and runner-up Tony Eaton. Says Allan: "Winning made me in to a celebrity, appearing on TV and in magazines, and most of the £10,000 is still in the bank!"

THEY (STILL) LOVE US

FOR THE FOURTH consecutive year the UK's computer leisure industry have voted Amiga Format as their favoured mag when it comes to making stocking decisions. This means that they rate our reviews above all others when they decide what they are going to sell and what they'll pass up.

We also won the 'Best Mag' category in the industry newspaper Computer Trade Weekly's annual poll. We'd like to thank everyone who voted for us, and we won't let this go to our head. Expect more of the same (only better) from Format in future.

WHAT A GENIUS!

ADAM JONES, WINNER of the Commodore/*Amiga Format* Real Genius competition at the *Amiga Format* Live show in Wembley in May this year, went on to Sydney for the world finals in July.

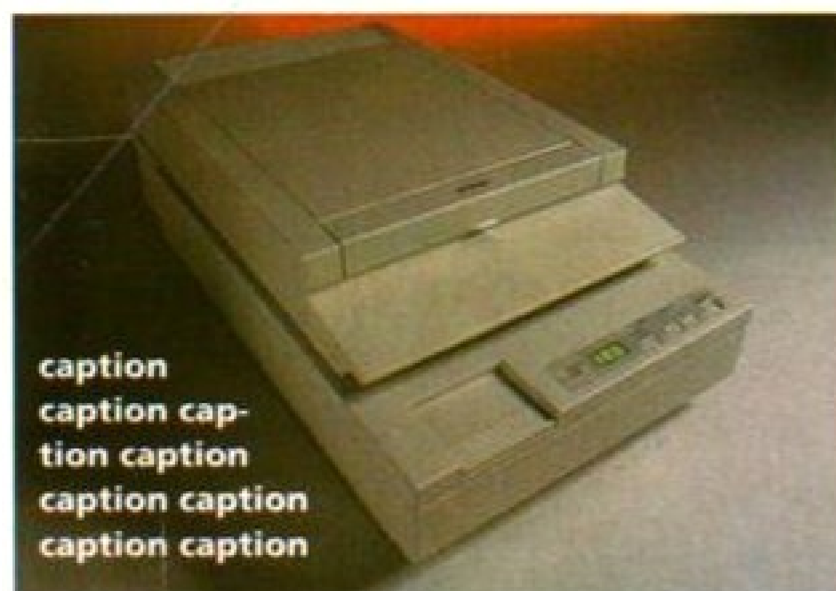
The final consisted of a timed 10-question trivia quiz against competitors from Australia and New Zealand. And Adam came out in... first place.

The lucky boy, already winner of an A1200 (courtesy of Commodore UK) at Wembley now picks up an A4000 from those nice people at Commodore Australia.



Adam Jones – now proud owner of two Amigas courtesy of Commodore!

SCANNING POWER



caption caption caption caption caption caption caption

POWER COMPUTING HAVE become the UK's sole distributors of Epson GT-6500 and GT-8000 scanners into the UK Amiga market. They will be supplying the, machine with their own PowerScan software. The fabulous GT-6500 (awarded 97 per cent in *Amiga Format*) is £799 including software, and the even more fabulous GT-8000 is £1200. Both scanners are available with ASDG's *Art Department Professional* software for an extra £99. Call Power on 0234 843388.

AUSSIE'S BIG SOFTIE

AUSTRALIAN GAMES DEVELOPERS aren't world reknown, but new Aussie software distributors Digisoft aim to change that. The company was set up when Laki Schuster and his friends decided to turn their artistic talents to computer game graphics.



Wild Bunch: Kurt Butler, Hans Butler, Mujo Sefa, Mark Sibly, Enver Ismaili, Laki Schuster; the guys from Australia's newest games company, Digisoft.

TO STORM

The second Future Entertainment Show

Promising to be an even more spectacular event than last year's show the organisers, Future Events, have lined up special attractions for each of the days.

On the opening day, Thursday 11th, Channel Four's cult TV show *GamesMaster* is to go on air live from the FES, marking the first time a TV show has ever been broadcast in its entirety from a computer related exhibition. And anyone who buys tickets for the FES for Friday 12th will receive a special world preview ticket for Disney's latest film *Aladdin*.

On each of the days Radio One will also be broadcasting live from the show with special guest appearances from DJs.

Following on from last year's success, the Grand Final of Future's National Computer Games Championships will be run from the show, with the supreme champion carrying off £10,000 in cash and the runner-up, £4,000.

Last year's national competition was hugely popular and this year it is set for success with the regional finals being increased to include East Anglia, Yorkshire, and Northern and Southern Ireland. Backed by Commodore, Sega and Nintendo, the heats will be held in Virgin's Games Centres and Megastores nationwide, with each of the 10 regional finalists winning the games machine they choose to play on.

There will be no tickets on the door at the Future Entertainment Show – you must buy your tickets beforehand. Prices are £6.95, or £24.95 for a group of four and tickets can be bought by ringing the hotline: 051-356 5085. Tickets will sell out very quickly – be warned, book early.

Political Coop

MINDSCAPE'S FEATHERED STAR Alfred Chicken recently turned to politics in a bid to pound Lib Dem favourites into submission. While he didn't quite reach his goal, he did rack up an enormous 1.5 dozen votes, beating the Rainbow Alliance party into last place with their mere 16 votes. This deficit of around 32,000 votes was said to be a victory for Alfred and for Mindscape. Congrats go to their marketing department.



Certainly not a political party pooper, Mindscape's Alfred Chicken makes his first stand!

VIRTUAL REALITY UPGRADES

MERIDIAN, NEW UK distributors of VR Labs' product have released details of user upgrades. Owners of Distant Suns 3.0 can upgrade to version 4.0 for £27.95. Vista users can upgrade to VP3 for; AF coverdisk – £59.95; Vista – £41.95; VistaPro2 – £30. All prices are plus £1.50 for p&p. Call Meridian on 081-543 3500.

Meridian also distribute for Scenery Animator 4 (reviewed on page 140) which is popular with those who don't have enough memory for VistaPro3.

FOR THE AMIGA BOOKWORM...



Building up a library of their own Amiga titles, Future Leisure Books is about to bring out many new tomes.

SINCE FUTURE STARTED their own books department they've been working feverishly to produce interesting and fact packed Amiga tomes. Having already delivered *Get the Most Out of Your Amiga 1993* and *The Amiga Format Pocket Workbench* and *AmigaDOS Reference Guide*, you'd think that they'd be happy. No. Now they are planning to bring you eight more Amiga books over the next few months.

Programming AMOS, DTP on the Amiga, Desktop Video on the Amiga, Learning with Your Amiga, Introducing Amiga ARexx, C Programming on the Amiga and *Amiga Comms* are all self explanatory. *Inside Your Amiga* will be a guide to the Amiga's inner workings, from binary logic to custom chips, and everything in between. We'll bring you more details and full reviews of all these books in later issues.

For further information contact Rod Lawton at Future Leisure Books on 0225 442244.

Under the name The Wild Bunch they set up as a coding group, but while they had no shortage of game design graphics and ideas, they still needed a programmer. Then they met Mark Sibly of *Blitz Basic* fame. Between them they produced *Overkill* (reviewed on page 93 of this issue) and are currently working on a *Smash TV/Speedball 2*-type game called *Gladiators*.

Entrepreneur Mujo Sefa took them under his financial wing and provided the marketing power to bring the games to market. This soon developed into a fully fledged Australian software company called Digisoft. They now plan to be a conduit for much of the Australian programming talent they believe exists, but never has a chance to get published. And they've been talking to several 'big' names about getting UK distribution sorted out, so expect to see their games on a shelf near you soon.

CD BARGAINS



NOW DESPERATE TO offload the last stocks of the A570 CD drive for the A500, Silica are offering a remarkable bargain package. Users can get an A570 complete with *Lemmings, Hutchinsons Encyclopaedia, Sim City*, and the *CDPD collection* all for the price of £149. Now's the time to turn other people's desperation to your advantage. Call Silica on 081-309 1111.

DONK!

The Hidden's excellent platformer *Donk!*, previously to be published by ill-fated DMI, has been picked up by Waddingtons spin-off Supervision. Now with added AGA features and an improved two-player mode, *Donk!* will now be released at the European Computer Trade Show in September, and in the shops soon afterwards.



The new-improved version of *Donk!* is now in the new hands of publishers Supervision.

THIS MONTH'S TOP 30



1	(-)	New	**Gunship 2000** MicroProse	FG 94%
2	(-)	New	**Goal!** Virgin	88%
3	(-)	New	**Syndicate** Electronic Arts	FG 91%
4	(2)	▼	**Champ Manager '93** Domark	82%
5	(4)	▼	**Graham Gooch Cricket** Audiogenic	78%
6	(-)	New	**Flashback** US Gold	FG 93%
7	(3)	▼	**Desert Strike** Electronic Arts	87%
8	(6)	▼	**Reach For The Skies** Virgin	FG 90%
9	(9)	■	**Body Blows** Team 17	87%
10	(7)	▼	**Sensible Soccer 92/93** Renegade/Mindscape	83%
11	(8)	▼	**Premier Manager** Gremlin Graphics	87%
12	(10)	▼	**The Chaos Engine** Renegade/Mindscape	FG 90%
13	(-)	New	**Space Legends** Empire	FG 91%
14	(5)	▼	**A-Train** Ocean	84%
15	(11)	▼	**Lemmings 2** Psygnosis	FG 94%
16	(-)	New	**Walker** Psygnosis	81%
17	(17)	■	**Scrabble** US Gold	84%
18	(-)	New	**The Lost Vikings** Interplay	79%
19	(13)	▼	**Streetfighter 2** US Gold	87%
20	(16)	▼	**War In The Gulf** Empire	78%
21	(-)	New	**Sports Masters** Empire	FG 90%
22	(21)	▼	**Indiana Jones - Fate of Atlantis** US Gold	FG 92%
23	(22)	▼	**Civilization** MicroProse	FG 94%
24	(12)	▼	**Superfrog** Team 17	85%
25	(18)	▼	**Monkey Island 2** US Gold	FG 95%
26	(14)	▼	**Wing Commander** Origin/Mindscape	83%
27	(15)	▼	**B17 Flying Fortress** MicroProse	FG 91%
28	(20)	▼	**F1 Grand Prix** MicroProse	FG 92%
29	(23)	▼	**PGA Tour +** Electronic Arts	FG 90%
30	(19)	▼	**Sleepwalker** Ocean	FG 91%

MASSIVE, HUGE, AND ERM... BIG!



The HMV store at Oxford Circus is already the world's biggest record store, now it's to become the largest computer games retailer too!

HMV, best known for peddling that dead medium the pop music single, have decided to get with the Nineties and start flogging well-crucial (or whatever it is those young people say) computer games. Not content with simply opening a games store, HMV have gone several steps further, and on Wednesday 29 September, are opening the world's biggest computer games department, Level One (it's a pun, innit? You know, Level One, the start of a computer game), as part of their Oxford Street record store (already the world's biggest recorded music retail outlet). So if you're in the Oxford Street area, and fancy seeing more copies of *Streetfighter 2* in a pile than you've ever seen before, get down to the HMV store at Oxford Circus.

CD REPAIR

Since CD is about to become the hot new medium on the computer data storage block. Some CD maintenance is going to be required. Anyone who watched Judith Hann's magnificent exhibition on *Tomorrow's World* in the early Eighties will know that you can spin dry a CD then smear it with honey and rub it off with sand-paper. You can do this, but anyone who has tried it will realise that it does nothing whatsoever for the data integrity of the disc. So don't, right.

If you do handle your discs carefully, you may still find you suffer from the odd scratch or abrasion. That's where Bundee CD3 Repair System comes in! *Tomorrow's World* tested it in February this year, but unfortunately they didn't use Judith Hann's old disc!



Bundee CD Repair is available from specialist audio shops and car hi-fi dealers. If you can't find it call 0895 436078.

MORE WORDWORTH FOR PANASONIC

The 'buy a Panasonic Printer and get a copy of *Wordworth*' story we ran last month had one vital omission. That is we forgot to tell you that the deal is exclusively through ZCL. So if you want to take advantage of it, call into your local Calculus store, or call Indi on 0543 419999.

REAL DRIVING THRILL

On the Commodore stand at the Australian World of Commodore Show was something that looked remarkably like the mid-section of a Formula One Grand Prix car. The car is the brainchild of Rich Matthews and ex-motor racing driver John Crooke, both Amiga and motor racing fans who thought it would be fun to bring an extra element of realism to MicroProse's *F1GP* game. The set up allows the 'driver' to control the program from the near recumbent position of a real racing driver. The control method is via realistic race car pedals and a racing steering wheel, and it's as near to real driving as you could experience outside of a car.

The pair plan to start a race meeting series at bars around Australia. Entrants will be able to compete for a cash prize, and winners of the heats will be brought together to compete for 'big prizes' on the eve of the Adelaide Grand Prix.



Visitors to the Australian World of Commodore Show had the chance to try out MicroProse's *F1GP* in realistic style.

GLOBAL GLADIATORS™









Strap on your GooShooter and join Mick™ and Mack™, the Global Gladiators™, on a quest to neutralise the Monsters of SLIME WORLD, THE MYSTICAL FOREST, TOXI-TOWN and ARTIC WORLD. Check out the bodacious backgrounds, the 1,250 awesome animation frames, and the most spacious sound around!




Commodore UK's latest head honcho, David Pleasance, has taken over at a difficult time for profits, but an exciting time for new technology...

The past, PLEASANCE & the future

Commodore UK has had a major influence on recent Amiga development, so Marcus Dyson finds out what UK boss David Pleasance is planning...

WITH HIS BACKSIDE planted firmly in the hot seat at Commodore UK, David Pleasance is not there just for the ride. His first three months have been among Commodore's most financially difficult and, for the firm to have a successful future, his every decision has to be the right one.

But is he the man for the job? Bullish and straight-talking, Pleasance says he's "a hunter, not a farmer", and as work experience goes, no-one's could be more diverse. He's travelled the world as a bus conductor, scaffolder, flamenco guitarist and, more recently, a salesman, so he's certainly got all angles covered. We sat down with him for some no-nonsense talking to find out how he plans to lead the Amiga into Number One spot.

AF: Let's start off with one of Commodore's most recent moves – the A1200 price reduction. Given that it was selling strongly, why lower the cost?

Well, one can say it was selling strongly, but you have to look at the whole picture. The UK wasn't doing too badly, but we have a lot on inventory in the field all over Europe.

And frankly Commodore needs cash-flow at the moment so it's in our interest to boost sales. We know July and August is the highest time for all computer sales, so we made the decision and implemented it very hastily.

This is a strange industry – we sell to the High Street multiples direct and we also sell to distributors who in turn sell to the independent trade. Now we price-support all of those people to whom we sell. We don't price-support out to the people who they sell to. [This means independents can lose money when the price is lowered – *AF.*] We know distributors' inventory levels of the A1200 are quite low so I don't think that's a problem. Product prices always come down in this industry.

AF: But the price of the A500 held for a long time?

Yes, but the reason why that is no longer valid is because the price of PCs has now come down to a point which is affecting that. We were £400 for three years and now, if you look at what you can buy a 386 machine for, it's more in touch with the A600. So that's why we dropped the price of the A600 and brought the A1200 in line with that.

Also, of course, it takes the pressure off us in terms of the image and impact it's going to have. We want to sell both machines side by side. We will have a pack on the A1200 before Christmas at £349 – a good pack with some games, word processing and art software – a little bit more serious than our previous packs.

The flack we're going to get now is that we've squeezed margins, but our view is that they're better off making a smaller margin on a real sale than a higher one on something that isn't selling too well. We're really confident – Comet have just told us that their sales have tripled since the price reduction. That's through 250 stores.

AF: What about the customers' feelings though? What with the A500 Plus coming and going, and the A600 coming and dropping in price twice, and now the A1200 dropping in price, there will be a lot of people who have effectively given away an A500. Does that ever come into the equation?

At the end of the day we can't be all things to all people. We've done many trade-in offers over the years, usually followed by a price drop. In fact it's become almost predictable, so that both the trade and the end users know what's going to happen. We used to do surveys: 'We'll do a trade-in with the C64 and give you an A500 for x pounds, what do you think?' and they'd say 'Brilliant idea, but I don't want to give up my C64'.

Over the years we've gone to a lot of trouble to make our advancements compatible. But the day will come when we will have to move to a new platform to keep pace with technology advancements. Certainly any of the RISC technology that we're looking to implement on our high-end machines will migrate downwards.

AF: But would the high-end RISC machine you talk about be an Amiga as well?

Yes. Totally, but it will be impossible to maintain compatiblity. We're talking about a custom chip set that will be 10 times more powerful than the AGA we've just launched. To maintain compatibility would mean giving up too much, and we need to go forward.

When it is finished, it will be a business product initially, and it's going to be the most marvellous reward for people's Amiga loyalty over

the years because they will have a full 586 compatiblity machine with an edge that nobody else has got in the world.

AF: So what you're talking about is an Amiga Power-Pentium [RISC-based PC] machine?

Yes.

AF: Will it be running MS-DOS-based applications?

It will be running through Windows NT. This is because the RISC technology gives us the opportunity to migrate into that arena. So you will be able to take any piece of software that runs through Windows NT and it will run on our machine five times faster than on the Pentium.

AF: What sort of price will it be? We're looking at £5,000 Pentiums at the moment.

We will be in line with Pentium's price and offering substantially more because we'll have Triple-A chips, with 10 times the capability of AGA. Theoretically, on this machine you can put Mac chips on it – it's going to be a totally flexible box!

AF: As far as prices go do you think you will reduce the A4000/40 again?

I don't know. The price difference between the '030 and the '040 is probably too much, so may be we'll put up the '030. The difference between chip costs on the machines is huge – they really are charging a premium on the '040. If that comes down then we might consider it.

AF: Who's producing your processors currently?

We design the chips and Hewlett Packard do all the wafers and that stuff, then we Beta test and they go into full production. It will be Hewlett Packard's RISC technology that we will be using.

AF: When will we see this?

Around next July.

AF: We've heard rumours of Epson investing in Commodore. Is it true?

I'd like to be able to say yes, because it wouldn't do us any harm. But the only involvement they have with us is to do with distribution.

AF: Are you still manufacturing Amigas in the UK, at Irving, Scotland?

No. We've got a new facility in the Phillipines. Irving did very well, but it wasn't really a practical situation financially.

AF: What was it that created the difficulties in supplying A4000s?

We ordered according to customer forecasts and we all got it wrong. That's the bottom line.

But I have to tell you now – we have got a problem with the A4000s. I don't know exactly what it is because I'm not technical, but there appears to be a problem with the daughterboard which controls the hard drives. We think it's something to do with condensation – the Phillipines is a really moist place. We've got all our people looking at it now.

AF: Is that the error that sees the A4000 lose data when it gets more than 90 per cent full?

No, it's just that the hard drives don't operate. It's a really weird fault – it's a functionality problem. However, we've got our distributors – and it's only going to the distributors, we haven't got it in the High Street yet – to go through their stock and pull out anything that is suspect, so that it's not going to get shipped in the field. But, of course, what has been shipped in the field you will probably get some feedback from.

AF: Commodore have always managed to have the best hardware, but it's not always been marketed effectively. Are we going to see that change now?

Commodore corporately have learnt a lesson. We have been successful here in the UK because we adopted a strategy. Commodore US now realise that this pocket of excellence is here in the UK, we are now the leaders in their eyes.

The company is pulling together with bundles – we will have pan-European bundles, and whatever software we put in the A1200 pack will be pan-European. And we're also doing pan-European advertising. So I think you will see a significant change.

Ever since *Batman* [Amiga and software bundle], which put us on the map big-time, and with only one or two exceptions, I think the pack standards have been well maintained. But I think the A1200 needs more of a diverse approach.

We look at the A1200 as a more serious product because it is much more powerful, so I think if we're going to do the A1200 justice, we've got to put things in the pack which the end user will consider real value for money, rather than just a gimmicky game. The problem is that a lot of the titles I would like are not coming out until September, and I want something before then so I can get the pack ready.

AF: Have you thought of supplying IDE hard disks ready installed with A1200s?

The problem is that we can't really buy hard disks any cheaper than end users can because people are working on such slim margins. And we are too, so to be competitive we can't do that.

AF: The feedback we've been getting is that when users see low-cost Macs and PCs out there, and they don't see hard disks as added extras any more, they think that without a hard drive the A1200 is not in 'serious computer' territory.

Commodore generally have been selling hard disk versions of the A1200, and they haven't been selling as well as ones without hard disks, which are then being upgraded by the end user.

Even though we were successful, I think we made a huge mistake with the packs last year. They weren't very strong – what the hell does Wild, Weird, Wicked mean? We also confused our consumers – we had the A500, Cartoon Classics, the standalone A600s, WWWs and Epic packs, the standalone A1200, and then the Comic Relief packs. So the end user had seven bloody choices of Amiga! How do they know which one to buy? It's crazy!

Anyway, in an ideal world what I would like is possibly two askews of the Amiga CD^{32}, because I might look to sell one with the FMV module fitted and therefore have some software which uses that. And then have just one A1200 bundle at £349. That, for me, makes a lot more sense.

There will be A600s in the market, but there won't be many left by October. Most of the A600s are going to Poland and places like that where the price is right for their market. And with the A500s we're almost out of them – the only reason we kept them in manufacture was because we have commitments to catalogues – in Germany A500s are still in catalogues.

AF: Can we briefly talk about Kelly Sumner, Mike Gosheron and Gary Lewis leaving Commodore? I think a lot of people saw it as rats deserting a sinking ship...

I was very surprised to see Kelly leave – I mean I travelled all over the world for three years to avoid taking this job simply because I consider myself to be a hunter, not a farmer. I first refused the job because I considered America to be more of a challenge, but when we decided not to release the CD machine in the US, it changed. Anyway, Kelly had been quite close with Mark Lewis at Electronic Arts, and I think Kelly sees his opportunity very similar to that of Mark's.

AF: You seem to be much more involved, personally, than some of your predecessors.

I am 100 per cent committed to this industry. Not just Commodore, although of course their interests come first, but to the industry as a whole. You know, I've worked my way up in this company – I started off as a salesman – and I know all sides of my job very well. I truly believe in the Amiga and am committed to Commodore getting it right.

AF: Do you think it's possible for Commodore to get as hungry again as they were when the A500 was launched?

I think so. Quite clearly we've now determined which direction we're going in – we've got to be lean and mean. We now know we are an Amiga company and we're going to concentrate only on 32-bit technology. Hopefully within a year, when we've got the new product in the business market, our position worldwide should be very strong.

AF: What about the A600? Where do you think it now fits in?

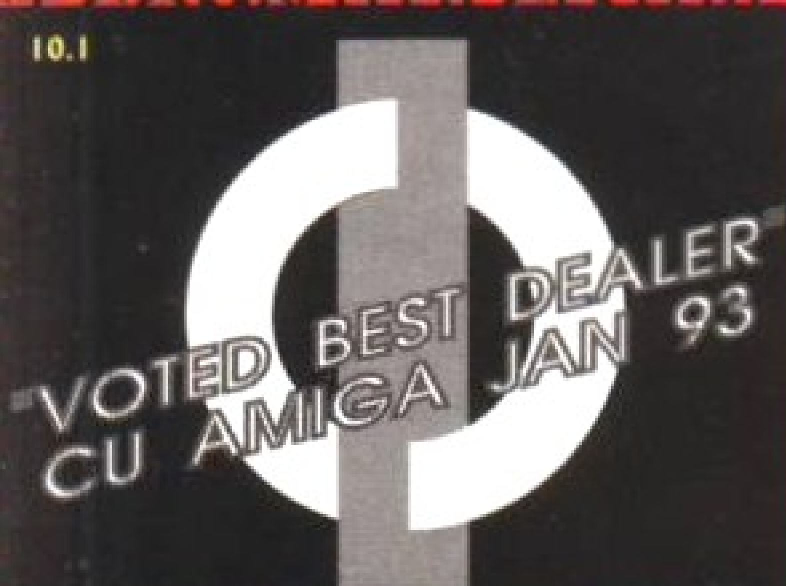
There's a lot of inventory out in the field, but the sales are pretty poor on it. It doesn't fit in and that's why we're not manufacturing it anymore. It's sad because it's nice to have a £199 price point. Now we're going to be starting at a £299 price – we're bringing out the world's best games playing machine. I'd like to sell it at a higher price, but I think £299 is the right price to get aggressive, to really get some numbers in.

I believe it is the most significant product that Commodore has ever launched. By Christmas we'll be in the black and in 1994, with this business product I was talking about which I think will be very profitable, we will be developing the new technology into a whole different realm.

What you're seeing now – the A1200, '030 and CD^{32} – it's all Lew Eggebrecht's stuff. The guy knows exactly where we're going, and he's the first person in years. He does what this company needs. I think this new machine will give us the wherewithall to bring out the next generation of Amigas. We've really got such a fantastic future... AF

10.1

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TECH SPECS

Richard Baguley takes the top off the CD^{32}, and has a look inside... **page 4 of the supplement**

LEW EGGEBRECHT

Commodore's vice president of engineering explains the machine on page 4 of the supplement

Everybody's talking about Commodore's new 32-bit wonder console. But we've gone one step further, we're not just talking, we've written it all down too. So when you bought this issue of *Amiga Format* there should have been a 20-page supplement fastened to the back. Here's what you'll find inside it...

CD^{32}

10 PAGES OF ESSENTIAL CD SOFTWARE PR



Will the new and improved *Pinball Fantasies* cause yet more disruption in the *AF* office?

***Lawnmower Man* is being developed for some CD formats. Is CD^{32} going to be one of them?**

Ocean's *Inferno* has a few weird looking aliens, but has it got what it takes to be an out of this world success?





FROM CDTV TO CD^{32}

Read all about the history of Amiga CD, and what led to CD^{32}... page 16 of the supplement

DAVID PLEASANCE

Commodore's general manager tells why the CD^{32} is a Mega CD beater... page 19 of the supplement

In this month's fact packed CD^{32} supplement you'll find two pages bursting with technical information on the new console, and Commodore's VP of engineering, Lew Eggebrecht talks us through the new machine. Millennium programmer, Toby Simpson, gives us the inside line on a developer's perspective of the machine.

We have a look at the history of the CD storage medium, and how it has affected the Amiga. And Commodore general manager David Pleasance explains what the machine means to The Big C.

But what it's really about is games, and we've got 'em. 10 pages of CD^{32} games news, with more info on more games than you'll find anywhere else.

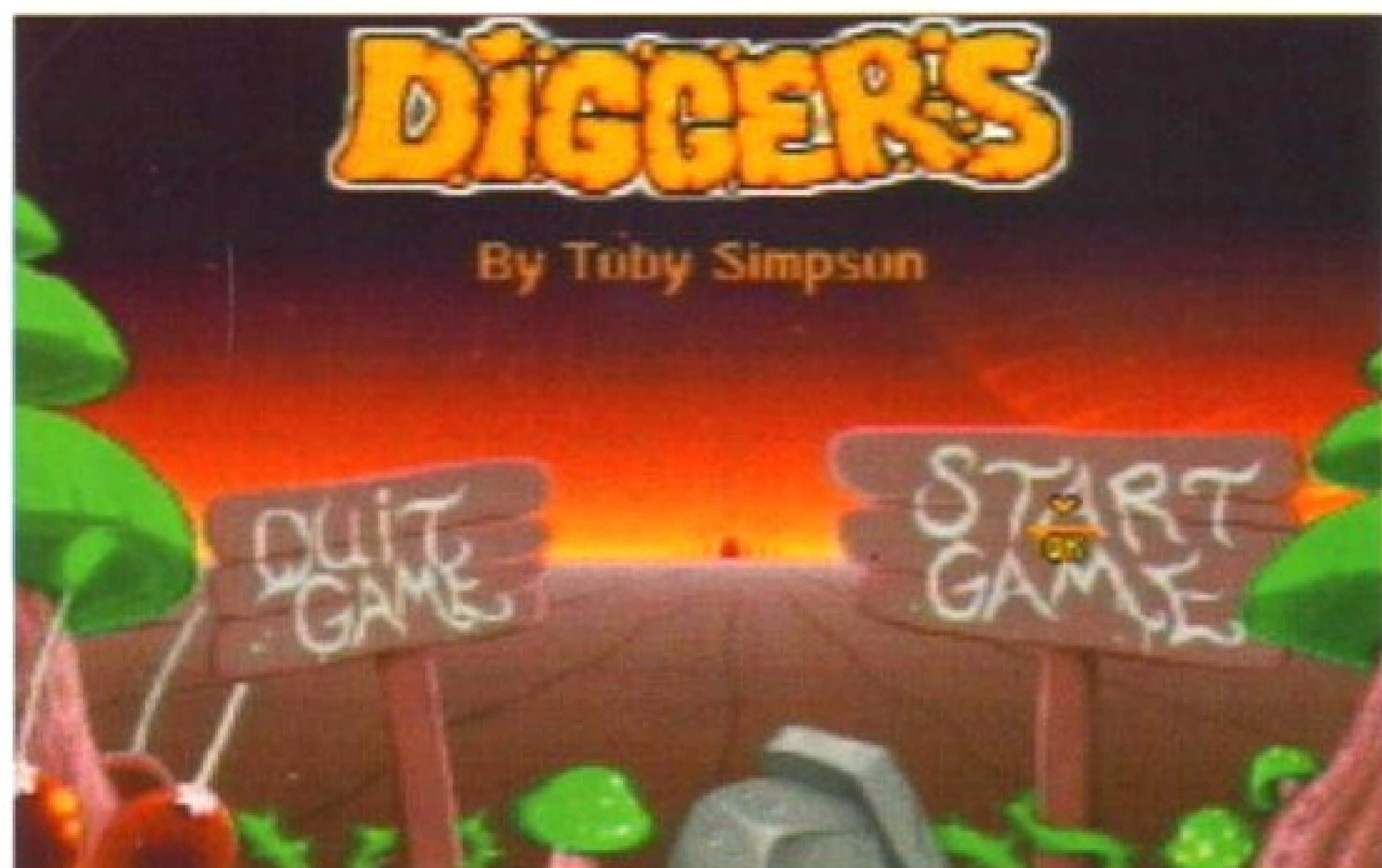
EVIEWS IN YOUR STUNNING SUPPLEMENT



Syndicate has already caused a storm on the A1200, can it do the same on CD^{32}?



Flair's *Oscar* is a colourful and cute platformer, but can it offer anything new?

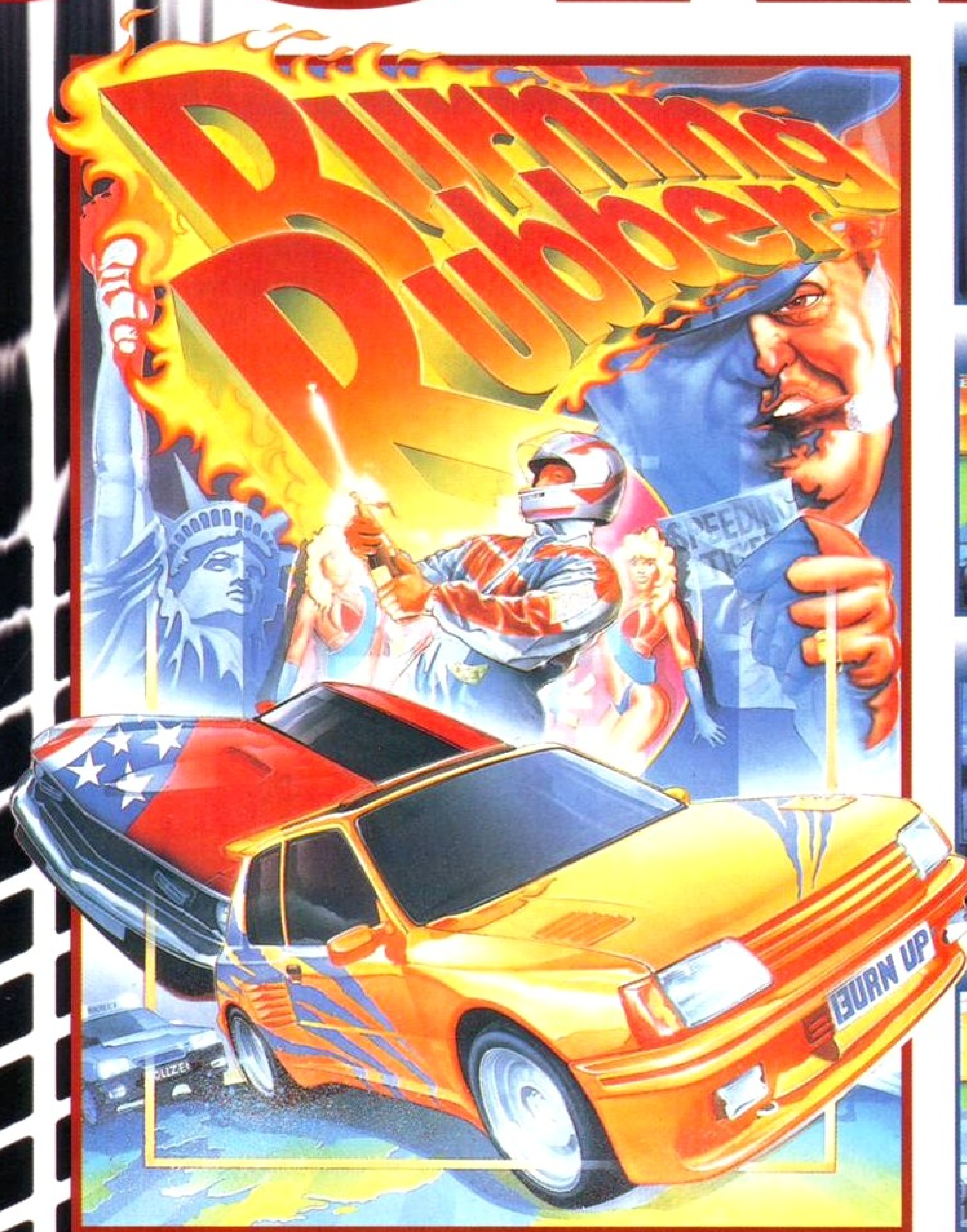


Will Millenium's *Diggers* make it to the completion in time to be called 'the first CD32 game ever'?



Putty one scored a massive 95%, will Putty2 CD32 be hugely successful, or just huge (or neither)?

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SPIRIT OF INDEPENDENTS

Do you sometimes dream of all Amiga games costing a reasonable price and being of such high standards that Amiga Format could only ever award 'Golds' to games we reviewed? Well, it could all become true if the new generation of independent software houses have anything to do with it. We find out what their plans are...

SOMETHING IS KILLING pop music. Some will have us believe that it is home taping. Some will even tell you that it is computer games. But the truth is that an endless stream of talentless lookalikes have nailed the coffin shut on one of music's most dreary genres. It's no longer a highpoint of the week to sit by the radio on a Sunday night and listen to the chart countdown when most of the stuff sounds the same.

And just as corporate values, relentless marketing and lacklustre products have reduced the goldmine that was pop music to another struggling industry, they threaten to do the same to computer games. The games-buying public don't need high prices, crap games and new formats every other week. What we need is solid gameplay, value for money and good customer support. But who's going to give it to us?

The nation's top software houses are all giant corporations. It is just possible that they have lost sight of what the public really want in their headlong search for higher margins and bigger profits. Can any one of those companies, hand on heart, honestly say they have never knowingly put out a game that was crap? I doubt it!

And do these companies really care about the Amiga? No! They care about whichever format is moving most product. They are being tempted by the promise of profits from the consoles, or discouraged from supporting the Amiga by American parent companies. The Amiga isn't a big games playing success in the States.

So who will save us from this morass, if not the big, corporate businesses? If we look back at the traditional youth marketplace of records, we may find our answer. Waiting in the wings are a whole host of young, exciting software houses just waiting to blow your socks off. These companies are the indies of the computer games business. Small, enthusiastic and Amiga-loving, these companies are promising to revolutionise the way the games industry works.

Talk to the people who wrote your favourite games (OK , so you might not get the chance, but we do it all the time, so listen up) and you'll hear hundreds of tales of programmers being paid a pittance, of work experience kids designing levels for top selling games, of pre-release copies of games being leaked to pirates from the development companies themselves. It's an industry with some very poor working practices.

Spirit of Independents

But the brat pack of 1993 have a whole new approach. The money you spend on these games won't go on buying executives a new BMW, or on employing a whole marketing department, or on flash new offices. It will go on paying the programmers a decent wage and on developing the next game.

These guys aren't programming the Amiga because their accountants tell them to, but because they love the machine. Because they believe they can bring new heights of playability and new creative twists to Amiga games. In some cases they are Public Domain coders (and we all know what a good PD coder can get out of the Amiga). In other cases they are established programmers who are just sick of being ground by the corporate mill. But in all cases they are, they say, going to give you the games that you have always wanted.

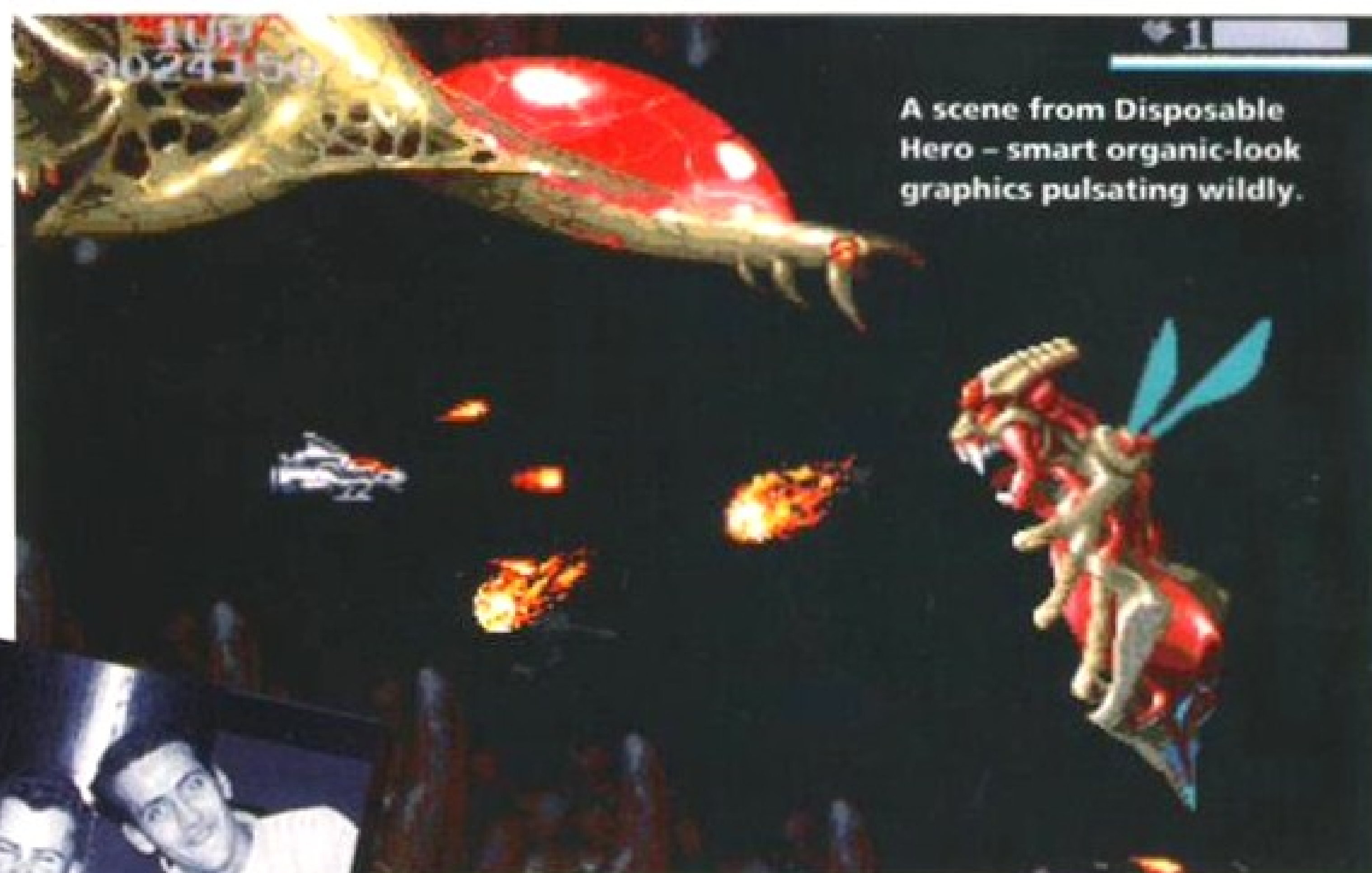
Can they live up to their ideals? Only time, and the games they produce will tell. But for now... meet the Amiga Brat Pack of '93.

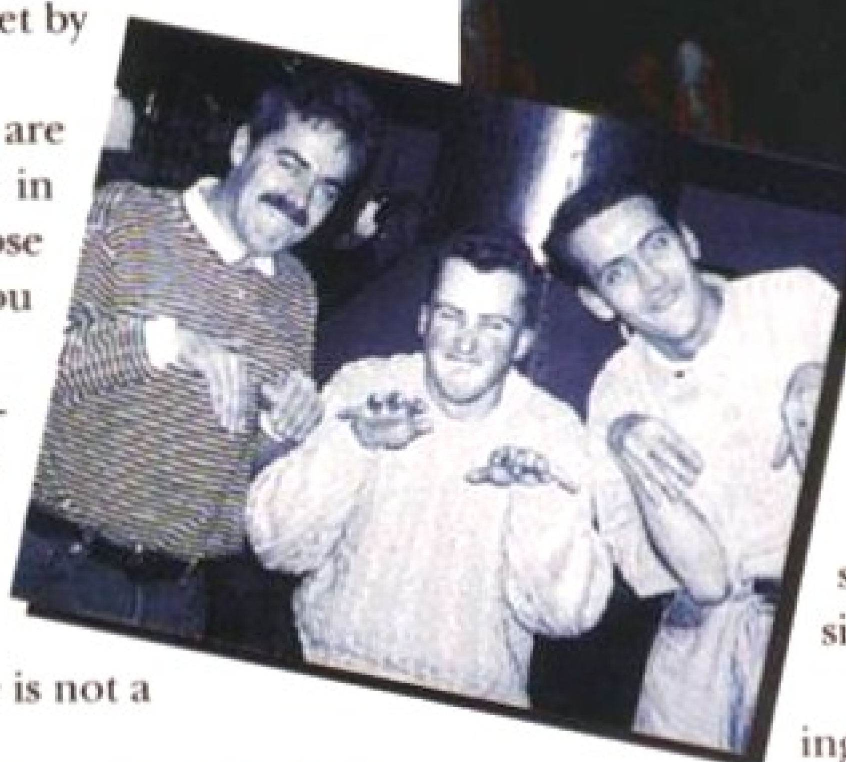
Spirit of Independents

EUPHORIA

A RECENT ADDITION to the Amiga developing community, Euphoria were created in January 1993 by Laurens van der Donk and Mario van Zeist. Before starting the company, they were part of a development team called Boys Without Brains, who were responsible for the games *Hawkeye* and *Flimbo's Quest*.

The other members of the BWB team are Arthur van Jole, whose hobbies are fishing and graphics; Hein Holt, bird watching, graphics and music; Harald Holt, puzzles and programming; Rick Hoekman, nature loving and music; Lars Verhoef, counting cars and graphics; Jacco van het Riet, collecting clumps, graphics and layouts; Roger Large, mushroom specialist and ideas. Roger Large is part of an English distribution house called Profile, and he's helping the company get on its feet by handling the public relations in this country.


A scene from Disposable Hero – smart organic-look graphics pulsating wildly.


The Euphoria team in a typical stance. Left to right: Roger Large, Laurens Van Der Donk and Mario Van Zeist.

The boys are very much Amiga enthusiasts, and they are not frightened of saying so. "We were never interested in doing any PC stuff," says Laurens, "we just don't like those machines really, and *Disposable Hero* shows you that you don't need a console for a good game."

He continues: "The reason we started our own company was that we wanted to get more involved with the product. In the past we sold games to software houses, but we lost all control over projects, I mean sometimes we didn't even agree about the artwork that was used. We think there is some great talent in Holland, but there is not a games publishing house here."

So, having almost completed *Disposable Hero*, a demo of which was featured on the Coverdisk of *Amiga Format* issue 47, the boys' confidence is riding high. The game is a shoot-em-up in the style of *Project X*, but with a few neat features thrown in to make it different.

"We started *D-Hero* about the beginning of 1992," says Laurens. "We basically wanted to take a simple idea and make it look like an arcade game as much as possible – a game with lots of detailed animation."

It's also blessed with some spectacular background graphics, which are some of the best seen on an A500 game. But have they considered developing for the A1200?

"We think the A1200 is a great machine, and we're thinking of doing a special AGA version of *Disposable Hero* for it. After *Disposable Hero*, we're going to start a new arcade adventure, which will be in the style of the console game *Legend of Zelda*."

This is a game which, in its third incarnation, recently went on sale in Japan, selling six million copies in the first week. Maybe Euphoria won't be looking for quite this level of success with their game, but Laurens' emphasis is on the game, not the financial rewards. He says:

"The problem with the big companies is they are just thinking about big money and not of the quality of a game…"

DIGITAL ILLUSIONS

COMING FROM SWEDEN, the Digital Illusions crew were borne of top demo coders The Silents, and they can speak English. In fact, they try to practice it as much as possible – so we had to considerably cut down this interview!

"We became Digital Illusions in 1991," top man Fredrik Liliegren told us. "Today's team consists of eight people, plus three guys freelancing on the PC. We live spread out all over Sweden so we don't meet often, perhaps once every two months or so, but we keep in contact with phone calls and modems. We started off with five people, although we changed graphics artists a couple of times during the development of *Pinball*."

What made you write a pinball game? Are you pinball freaks?

"Yes. The idea of a pinball game probably came up because we like to play it," says Fredrik. "We had some ideas of how to easily compete with the few pinball games already on the market. The best idea came from a friend in Denmark who had been drawing some oversized pinball tables that looked good, so we started working with those. But they were too big and had to be rearranged to be playable, so we got a Swedish graphics guy instead."

The team working on the original game, *Pinball Dreams*, had full-time jobs or studies, and so it took three years to complete. *Pinball Fantasies* took much less time, and was one of the success stories of last year.

Why does Fredrik think it was successful?

"The public really wanted it, because if you look at the game it's not really a stunning experience in itself. The realistic feel, together with the old and well-known pinball concept, was what made the product a hit. Our guess is that we filled a gap in the market."

How difficult was it to get the game published?

"It wasn't really hard," says Fredrik, "because 21st Century wanted the game when they first saw it. We tried to get other people interested as well, to be able to get a more complete look of the average payment we could request. But most other publishers said it wouldn't sell, or that it didn't fit their 'style'."




ABOVE: *HardCore – The Blast*, a game tipped by Digital Illusions to be the best blast-em-up since *SWIV*. They would say that, though, wouldn't they? LEFT: DI's more photogenic stars, Fredrik Liliegren and Andreas Axelsson.

How will *Pinball Illusions* improve on *Fantasies*? Will it just be the same game with different tables?

"Well we're not working on it yet," says Fredrik, "even though we've done a lot of planning for it. But don't worry, it will definitely support multiball in one way or another and there will probably be an AGA version as well. We have to completely rewrite most of the code to be able to improve it enough, but we're sure it'll only be for the good of the game. The ball mechanics must be totally rearranged, but we must not lose the feel of it, and that's probably what will take the longest to do."

THE HIDDEN

THE HIDDEN ARE a three-man outfit operating from sunny Great Yarmouth on the east coast of Britain. The three, Craig Howard, Simon Leggett and William Bell, met on a computer course in 1989, when Will was creating a text adventure, but needed graphics and a story to back it up.

They began programming seriously around August last year, resulting in an arcade platform game, *Donk!* (nee *Dong!*, which many of you will have seen immortalised on the *Amiga Format* issue 45 Coverdisk). After securing a deal with distributors DMI, the guys were set to release *Donk!* in March this year, but the demise of DMI set things back. Now, though, they have signed the game over to Supervision, the newly formed software branch of Waddingtons, who will release it in the next few months.

"With *Donk!* we basically wanted to produce a game which sticks a big prod at the consoles. We wanted a game which, although it had the familiarity of something like *Zool*, played much in its own unique way. Hopefully we have done this. Technically it's pretty good – you'll find more aliens on screen than something like *Sonic 2*, and also on the A1200 a lot more colours."



Donk! disguises himself as Mata Hari and sneaks quietly past the pink knobbly thing...

On the strength of the demo we have recently received, *Donk!* is looking even better, and the AGA version looks excellent. The Hidden's commitment to the Amiga is obvious.

"There's nothing that can really touch it, especially now the price has come down," enthuses Craig.

Will The Hidden create games for other platforms?

"Probably not ourselves, but we would licence out our products for other formats. Converting an Amiga game to the Mega Drive is easy and if it were proved that we would benefit, I think we would.

"We will always develop on the Amiga first because it's the most expandable platform, and you can port across to everything from the Amiga, but it's not so easy the other way around. If we did make money this way, it would be to fund the Amiga side of things. This is where we intend to stay."





ABOVE: The mutant Samurai duck *Donk!* gets used to his brand new AGA house.

ABOVE LEFT: The Hidden crew. Simon Leggett, left, Craig Howard and William Bell.

But what about the high level of piracy in the Amiga game industry?

"We've been careful not to give out the full game," says Craig, "but we realise once *Donk!* is on sale it will be hacked and appear on a Bulletin Board. People send me disks of games and they've copied things like *Soccer Kid* and it's pathetic. They're going to wonder why Amiga enthusiasts like us begin to look at other systems. It's sad, and it's the worst part of it.

"We still believe it's the best market, because it's so varied. The Amiga is the last real home computer. The technical side is brilliant, value for money side of the equipment is brilliant, and the only way its market will die is through people stealing software."

The Hidden have games under construction, including an isometric adventure and a 3D space game, which is likely to be A1200-specific. "Hopefully if *Donk!* does well," says Craig, "we can afford to get more programmers, and so get more products out. We will only produce about three games a year, though – top-quality products. So, we're still going to support the Amiga, and hopefully produce a few PD games along the way."

Aside from the pinball genre, Digital Illusions have lots of games in the pipeline, some of which are nearing completion. These include *Malfunction – A Space Traveller's Tale*, a top-down arcade-adventure; *HardCore – The Blast*, the ultimate blast-em-up; *Benefactor*, a game which started with the concept of *Loadrunner* (C64 classic) and *Lemmings*, but ended up looking like neither; and lastly *Reality*, a top-down car racing game.

So will the success of *Fantasies* inspire other software developers?

"We're quite sure that a lot of people out there have been inspired by our success, and we hope that they have the will and strength to put some great products together. What we look forward to accomplishing is to become a real software house with us doing our own publishing and full-time developing. That would put Sweden in an important position, and also give more talented people both in Sweden and Europe a chance to get their products out by people that really care about the games and just not the sales they can give you.

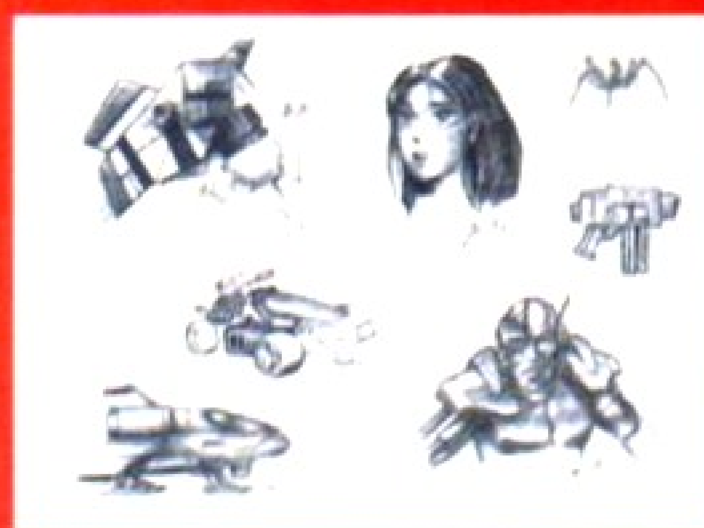
"We feel it's possible to survive in the business, as we now have eight very competent people working together. We all know each quite well, and we know what we can do, and what we want to do. So DMA design, Bitmap Brothers and all you others, watch out 'cause the Vikings are coming for a revisit!"



Benefactor, a puzzle-platformer in the style of *Lemmings/Loadrunner*...



Malfunction, a kind of *Alien Breed '93* meets *Paradroid*...



Oh, and some original sketches from *HardCore* (see first caption).

ASYLUM

SET-UP BY THREE former Future journalists (including ex-*Amiga Format* editor, Bob Wade) Asylum are a Bath-based software house who are working on their first release *Zeewolf*, which PR manager Andy Smith describes as 'a solid 3D thinking man's shoot-em-up'. The other members are development manager Andy Wilton, and former MicroProse programmer Jim Gardner.





Can you believe that the youngster hiding at the back on the left was once the editor of your beloved *Amiga Format*?

And they're dedicated Amiga enthusiasts. "We love the Amiga and firmly believe in the strength of the market. There are three million people out there who want to play good games," says Andy Smith.

Asylum hope that smaller houses will proliferate in the future. "It started off like a cottage industry and I think the Amiga will return more to these roots. Look at Team 17, they've produced great games – a smallish team having fun. I think we'll get better games this way," says Bob.

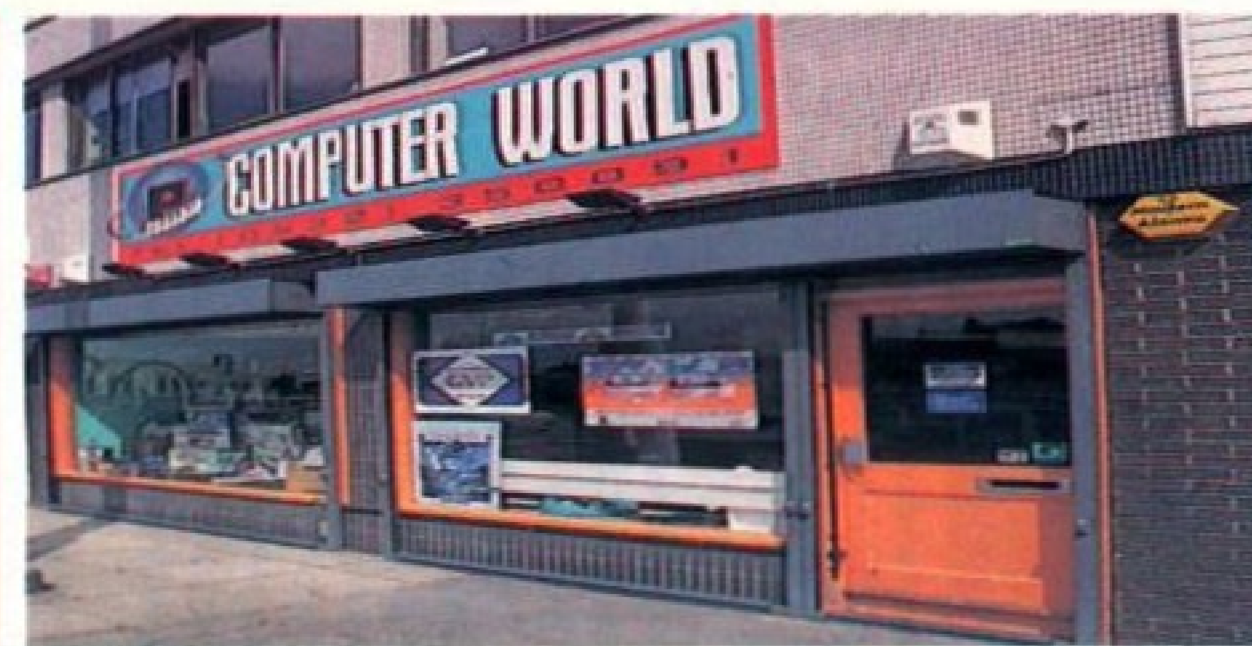
Asylum are concentrating on games for all Amiga's, and although they're keen not to alienate A500 users, they will be producing A1200-specific programs in the future. As for the CD32, Bob says: "I hope it succeeds. The price is good, if it drops even lower it will give the consoles a kick up the backside."

The last word goes to Andy Smith: "We'll never lose sight of the fact that the games are the most important thing – playing the games should be as enjoyable as possible and people should feel they've spent their money well."

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All 2.5" IDE Hard disks offer ultra fastaccess time and are supplied from leading manufacturers such as Western Digital/Seagate. Pack also includes cable screws and software.

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Credit card memory now available

2Mb .... £114.99 4Mb £169.99

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CW ARE OFFICIAL POWER DEALERS

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- PC 4 Mb (40 Mhz 68882 FPU) £299.99
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includes real time clock

A 1200 ACCESSORIES

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GVP A1200 ACCELERATORS

GVP A1230 ACCELERATOR

68030ec-accelerator chip running at a blistering 40 Mhz with an optional 40MHz fpu (68882) and memory configurationsn of up to 32 Mb. Simply awesome and it's on demo in our **LEEDS SUPER STORE!**

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A1200 ACCELERATORS

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NEW

FEATURES:- Integrated 9 Mb 32 bit Ram for A1200 • Optional 68882 FPU and oscillator • Real time battery backed clock, a must for hard drive users • Auto config wth zero wait states • 100% compatible with A1200.

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- GVP G-Force 030-50MHz + 4Mb £1136.99
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CW NEW LOW PRICE £139.99

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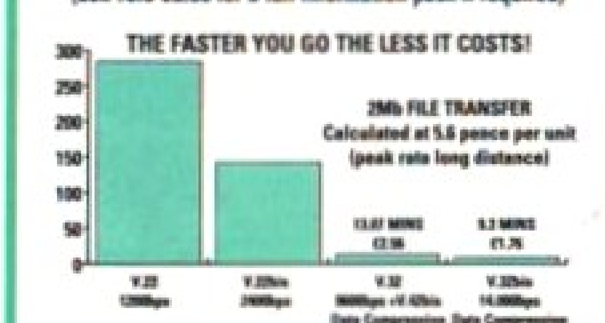
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E&O.E.*

Spirit of Independents

MILL-KIT

MILL-KIT SOFTWARE LIVE up in Leeds, where it's grim, or so some say. But really it's not so grim, at least not for a software house with Mill-Kit's attitude, financial backing and project plans. And that's before we even mention their programming talent.

Mill-Kit is a bit of a sideline for James Millard and Kevin Sanders, a sideline in that their main business is selling Amigas and the related peripherals and software. But it's a sideline that they are deadly serious about, and they are putting their money where their mouth is. That money is buying them talent. Talent in the form of Adam Polanski.

Adam has quite a track record in games programming having worked with both Argonaut, where he contributed to their *StarWing* SNES game, and Vector Graphix. Adam has applied his programming talents to *The Killing Cloud, Shuttle, XF-50 Damocles, Birds of Prey* and *ATAC* among others. So naturally Mill-Kit's first product will be a 3D game, yeah?

No! Director James Millard explains: "It just never occurred to us, despite Adam's previous experience. I had a game design and I needed someone to realise it. I had been looking for a programmer for months, I'd arrange meetings for one, and I'd been kept waiting. It was a nightmare. Then I was explaining my problem to a guy who knew who said 'my brother's a programmer' and that's how I got together with Adam."

What about the project they're working on? James says: "It's called *Annihilator*. It's a vertically scrolling shoot-em-up, but with horizontal sections in it too. Our philosophy is to offer quality games at good prices."

So why the Mill-Kit name, it sounds a tad cynical? "It's a bit tongue-in-cheek, I hope people will get that. *Annihilator* is going to be a three-disk game for £24.99, so we're giving value."

Annihilator is set on a series of planets, and an invading alien horde (every shoot-em-up needs one) is hell bent on conquering Earth. The ship Annihilator has to venture to a series of worlds and defeat them. Each world has a completely different environment, and the aliens have adapted to meet this. On the Ocean planet there are sub-aqua aliens, on the forest world they are tree dwellers, and so on. And each world requires different tactics and different weapons.

The weapons are collected, in timeless fashion as pick-ups. The plan is for some of the pick-ups to be useless for the next fighting environment, so when you collect them, the ship's computer gives a sampled sound warning,



Kevin Sanders and James Millard are the financial power behind Mill Kit.

BLOODHOUSE

A YEAR AGO, in Helsinki, Finland, a few demo-programming friends got together to write a game. They were sick of big companies producing poor-quality games at inflated prices. The result was Bloodhouse, a name which, if their first effort *Stardust* is anything to go by, you are likely to hear more and more of in the future.

Featured on *AF* 49's Coverdisk, *Stardust* is a version of the coin-op classic *Asteroids*, brought up-to-date with a flurry of ray-traced graphics and a rockin' soundtrack. To press home their stand against the big-priced games, they sold *Stardust* in Britain for £16.99, a good £9 under the usual full price for games.

The people working on the Bloodhouse games generally keep their demo 'handles' rather than use their real names, so we get a *Stardust* team of Harri Tikkanen (ray-tracing and programming), SCH, X-ray, Destop (graphics), Rib and Bassbomb (music).

Mika Laamanen is the bloke to talk to, since he's the co-ordinator of Bloodhouse, and the only one who speaks English. "Because we are our own bosses," says Mika, "we can do pretty much what we want to do. Now we can release quality games with a very reasonable price.

"If the public thinks that the price is right and *Stardust* is a success, then we can use this method to release more quality software with a low price."

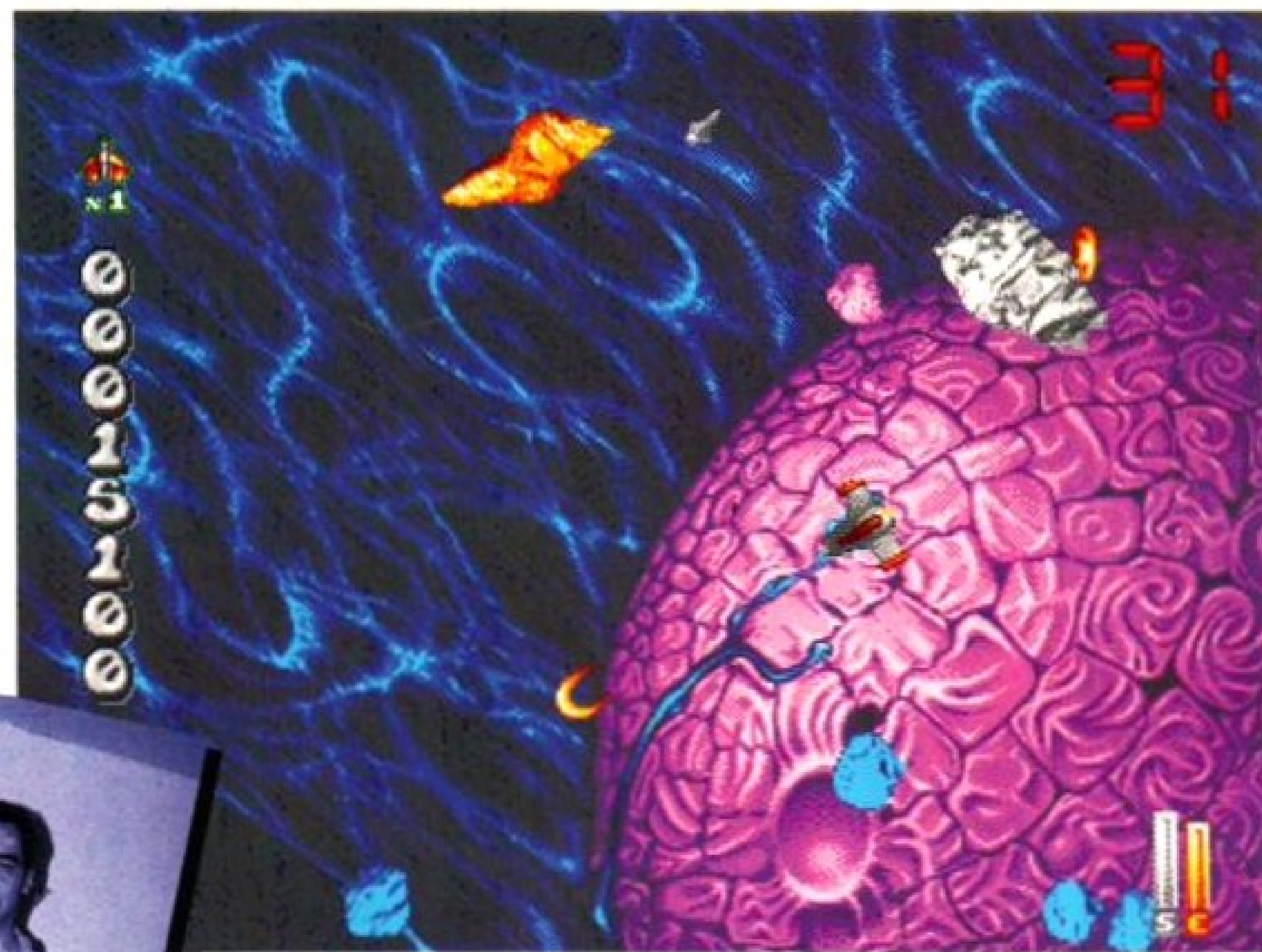
What inspired *Stardust*?

"The coin-op game *Blasteroids* showed that the game formula could be spiced up pretty well. We thought that there wasn't a decent version of this type of game on the Amiga yet, so here we are."

As well as developing for the A500, Bloodhouse are also developing for the AGA machines. Mika is enthusiastic about the new machines:

"We are developing three A1200 games, and two of them will be released for the A500 later on. The A1200 is an ideal machine for serious use, but the people who only play games should probably wait and see if it's worth the trouble to upgrade from an A500 to a 1200.

"As far as CD^{32} is concerned, we haven't seen the system yet, but we know its technical specifications. In our opinion a DSP chip, faster blitter and more hardware sprites would have made this system very special indeed. Compared to 3DO say, the technical specifications of this system are quite up-to-date. Of course, software support is the thing that counts, though."





ABOVE: The gorgeous super-sexy *Stardust* from Bloodhouse... and LEFT: The gorgeous, super-se... OK, maybe not. It's Bloodhouse, anyway. Mika Laamanen's the one sitting down.

Do you think that the Amiga will succeed in the current market?

"The Amiga has a large user base, but the main problem is, of course, piracy. The software houses take a big risk if they invest a lot of time and money in a game that simply won't sell because of piracy. It's a shame that such names like Lucas Arts are pulling out of the arena, but it seems like the only choice for a company like them because of the huge development time and hard work that's gone into developing such games when they don't gain any profit."

So, now that *Stardust* is almost complete, what happens next? Have the team got any other games in the pipeline?

"There are several games in development at the moment. *Fleshworld*, a fast-paced and rather violent platform shoot-em-up/beat-em-up game. This will feature a rotoscoped main character, with 700K of graphics per level and intelligent rotoscoped and ray-traced enemies.

"We are also developing a cute platform game with a difference for the A1200, with a cut down version of the game to appear for the A500 later on. Other projects include a very fast vector shoot-em-up for the A1200, and an arcade/adventure game for the A1200."

'Discard, Discard'. The music is being produced by John Stainton, and the graphics by Andy Fisher.

But the shoot-em-up has been done and done, most notably by *Project X* (from fellow Yorkshire boys Team 17) and SWIV.

"When we were planning *Annihilator* we looked at *SWIV*, and yeah it's good, but there really hasn't been another great vertical scrolling shoot-em-up since then."

Maybe that's because *SWIV* was so good? "We think we can bring something new to it," says Adam. "I've been programming the Amiga for six years and PCs for four years. I know what I am doing!"

"Our commitment to the Amiga is total," adds James, "and with any luck we'll be developing *Annihilator* for the CD^{32} as well. We'll be doing it for the PC too, but I don't suppose that really concerns you does it?"



Cool and Moody, Andy Fisher and Adam Polanski prepare themselves to be lords of all they survey... the A64 York Rd.

Their first game as Mil Kit is due out in October. With a deadline that tight you'd think they'd be too busy programming to stand around on footbridges posing like pop stars.



BLACK LEGEND



Shakespeare himself, could not a finer line have written. 'To eat, or not to eat', is a question the Fatman seems to have answered at an early stage in his life.

BLACK LEGEND IS a new kind of software house. And yet in many ways it's not a software house as such – it's more a vehicle which enables programmers to get their software published and distributed without having vast sums of money behind them.

Black Legend's founder, Richard Holmes, says: "We want a situation whereby talented programmers can get their software published without artificial restrictions such as deadlines. There are so many talented Amiga fanatics out there that never get the chance for their work to be published."

Richard Homes has lived most of his life in Switzerland, but intends to return to Britain soon, as his parents are from Manchester, which probably accounts for his rather strange accent!

In some ways, Black Legend is similar in ideology to The Beatles' Apple organisation in the late Sixties, but with slightly less idealism and far more practicality. They have 10 offices in different European countries, from Russia to Scandinavia, with local contacts for the programmers who keep Richard Holmes up-to-date on who's working on what. Many of the programmers are part time and some even take holidays from their ordinary work to finish working on games. It seems a new age in Amiga programming has arrived – an 'alternative' Amiga programming scene, which can be nothing less than a positive sign for the future.

One game due to be released in the near future is *Fatman*, an unusual platformer hailing from Poland with graphics not disimilar to the children's TV programme, *Crystal Tips and Alistair* – which can't be a bad thing. Also, a *Project X*-type shoot-em-up called *Shenandoah* should be making an appearance in the not-too-distant future.

Another major plus for Black Legend is that they've joined up with Kompart UK who will act as their sales and marketing representatives.

Kompart's Duncan Lowthian explains: "Black Legend approached us and asked us to sell their products. Essentially we are a point of contact and our role is to represent the commercial face of Black Legend."

With a wide variety of software coming out of Europe and with Kompart UK supporting them on the marketing side, the future looks bright for both Black Legend, and the Amiga.



What can one say that hasn't already been said by a better man than I. *Black Legend*'s Richard Holmes (left) and Duncan Lowthian pose provocatively in the Future Publishing car park– and neither of them asked to be taken to the make-up department. A match made in heaven?



Cripes, it looks busy in space. This is Black Legend's spectacular looking shoot-em-up, Shenandoah. Richard Holmes says he is keen on using interesting names for his games.

Spirit of Independents

VISION

VISION SOFTWARE WERE formed in 1991 with one aim – to produce top quality arcade software for the Amiga. Paul Andrews and Rodney Smith are the founders and have since been joined by Damon Davies, the new programmer, Blair Zuppicich, who writes all the music, and Simon Armstrong from Acid Software who looks after the marketing side.

So what have Vision done so far? Well there's *Woody's World* for a start. This game scored 84 per cent in *AF*47. "With *Woody* we set out to do the biggest platform game on the Amiga and do it well. Now that we've achieved this we're doing the most serious shoot-em-up that's ever been developed for the Amiga," says Simon.

The shoot-em-up is *Seek and Destroy*. It's a helicopter game where the screen rotates around the player. Demos we've seen look very impressive. Vision say: "We're putting loads of speech and sound effects in and a vertical scrolling bonus section. The main emphasis is on destruction, non-stop destruction."

So what about the AGA Amigas? "We like the A1200. It's a really good machine and it's going to allow us to do things that aren't possible on the A500. It also means that the number of Amigas in the world is still growing strong."

And CD32? "We've only read about it in *AF*. We are pleased with the six buttons on the control pad – that's definite proof that Commodore are going about things the right way."

Vision are dedicated Amiga enthusiasts. They say: "The Amiga was designed for creativity. As soon as you start talking PCs and consoles you start talking marketing and huge overheads. Developing on the Amiga means we can keep our own priorities and not have some suit dictate the terms."

Is there a downside? "The only negative aspect of the Amiga scene is piracy. Commodore have sold millions of Amigas worldwide, however availability of pirated software is crippling the industry."

"But as a new software house, with their first product just on the streets, surely Vision haven't been prey to the pirates yet? "We sent *Woody's World* out to the magazines for review as our first full price game…One week later it turns up on a local BBS crippled to **** with some ****ing pirate group's name tattooed on the front-end.

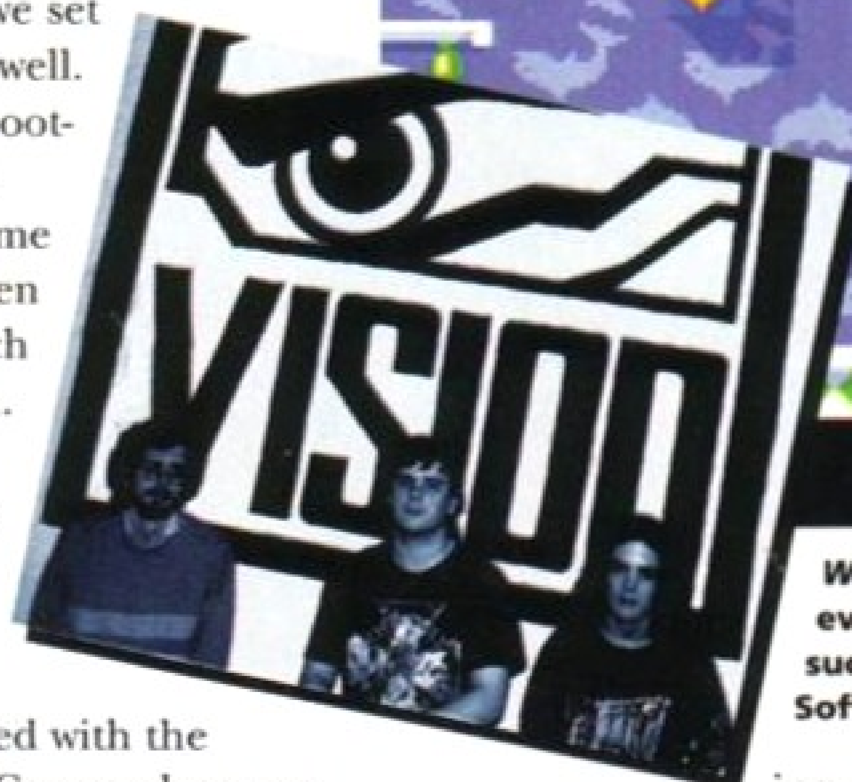
This really tested our faith in the Amiga market. We're developing on a very lean budget and after sending Woody out in to the big wide world someone goes and performs unspeakable acts on him."

But that's not the only misfortune Vision have endured this year, as they explain: "Then DMI, our distributor, went down nearly taking us with them. So it's been a pretty bad year so far! We aim to turn it around though!"

So what plans do they have? "Future releases will be priced at £10 including p&p available directly from our new London marketing office. This will include a three disk game with full colour box and multi-lingual instructions. Many companies are being forced out of the Amiga scene due to piracy and low profit margins. By missing out the middle men and selling direct to end users Vision are able to chop 60 per cent off the standard retail price.

"We feel many Amiga owners cannot afford the high prices the industry dictates. We expect the press to review our games in direct comparison to the full-priced ones. It's not budget, it is direct selling. Users can play the demos, read the reviews and then buy direct. The 60 per cent discount makes up for the slight delay and getting parcels in the post is one of the great joys in life, especially if they're full of exploding helicopters from Vision Software!"





Woody's World is one of the biggest Amiga platform games ever. But piracy and distributor bankruptcy have hindered its success. It was written by the handsome bunch at left, Vision Software, from Auckland New Zealand.



Skidmarks, of the tyre and tarmac kind, not to be confused with – well we won't go into that here. Why not go and play it now, it's on the Coverdisk.

inertia

EX-DEMO CODERS MARK WRIGHT and Rob Ward have just created Inertia because they felt their talent for coding, graphics and music could be put to use writing quality games. However, they still feel that the demo scene is an ideal bridge between coding and games writing.

Inertia's first game, *Vulturia*, is based on a trusted formula. "It captures the feel of some of the older coin-ops." says Rob. "It's a nice, simple platform game."

Poor Victor Vulture'll be in trouble with his missus if Sydney stays in that cage.

Vulturia is based on two characters, Victor and Valerie Vulture, and their four sons. In an interesting role-reversal, Victor is a househusband while Valerie goes out to collect the food.

On a more serious note, Mark has a message for the Big C: "Commodore should release a hardware reference manual for the A1200. You can't expect the machine to take off if no programmers can get hold of the necessary information."

As well as games coding, the pair have an interest in music. Mark is a DJ, and both have had white label records released on the club scene. They consider good music to be as important to a game as good graphics, so, they have set up another company called Sonic Solutions through which they intend to write music for other companies' games.

"Back in the days of the C64," says Mark, "people like Rob Hubbard and firms such as WE M.U.S.I.C. were stars of the 64 music scene. We want to recreate that with the Amiga."



These are early graphics – in fact, the whole game's only taken three weeks.



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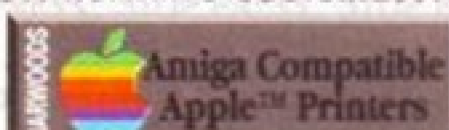
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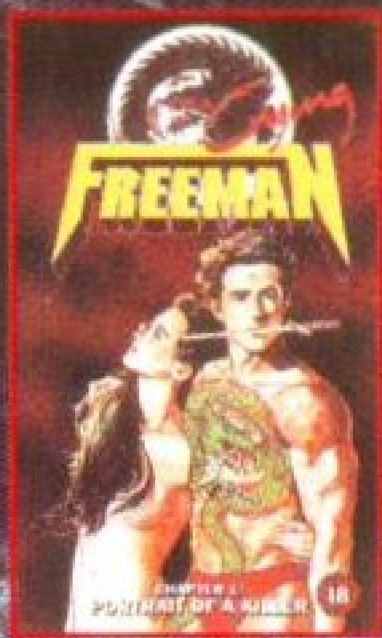
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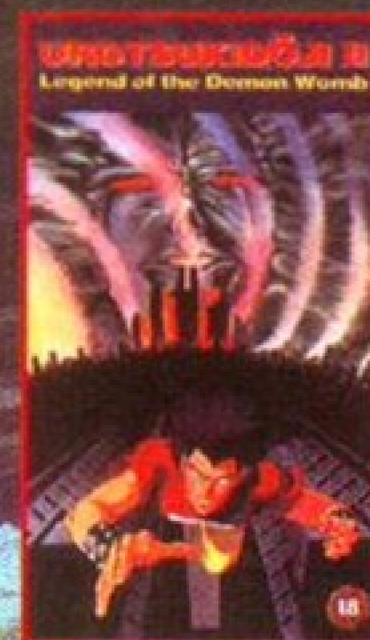
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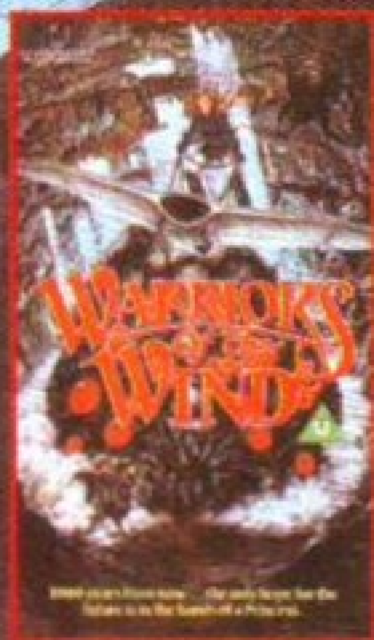
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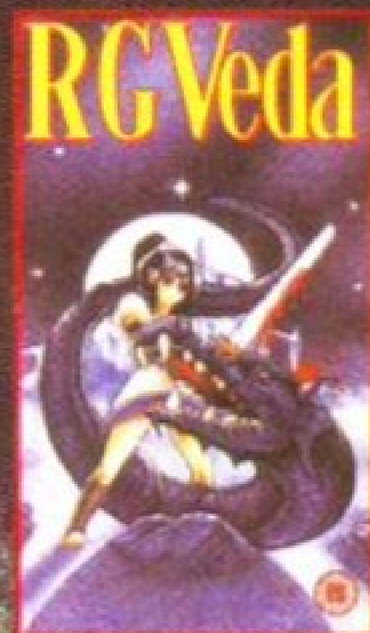
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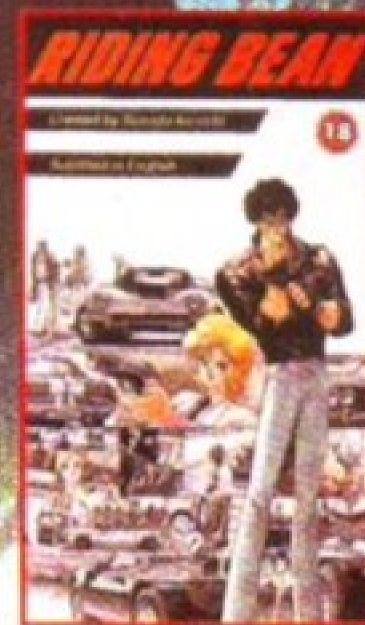
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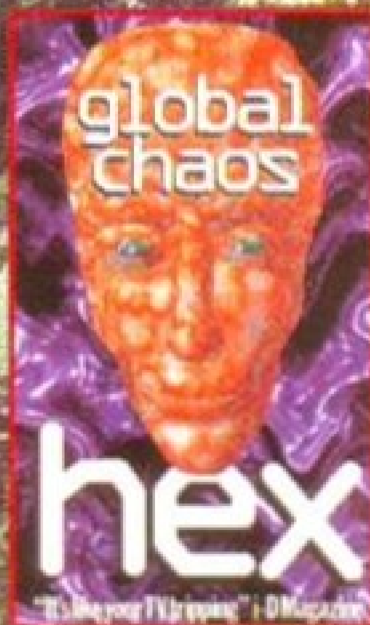
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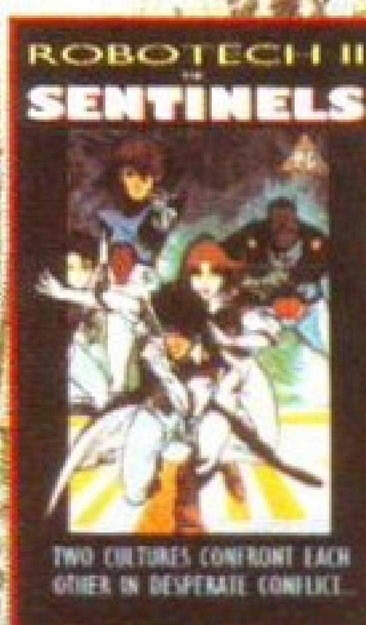
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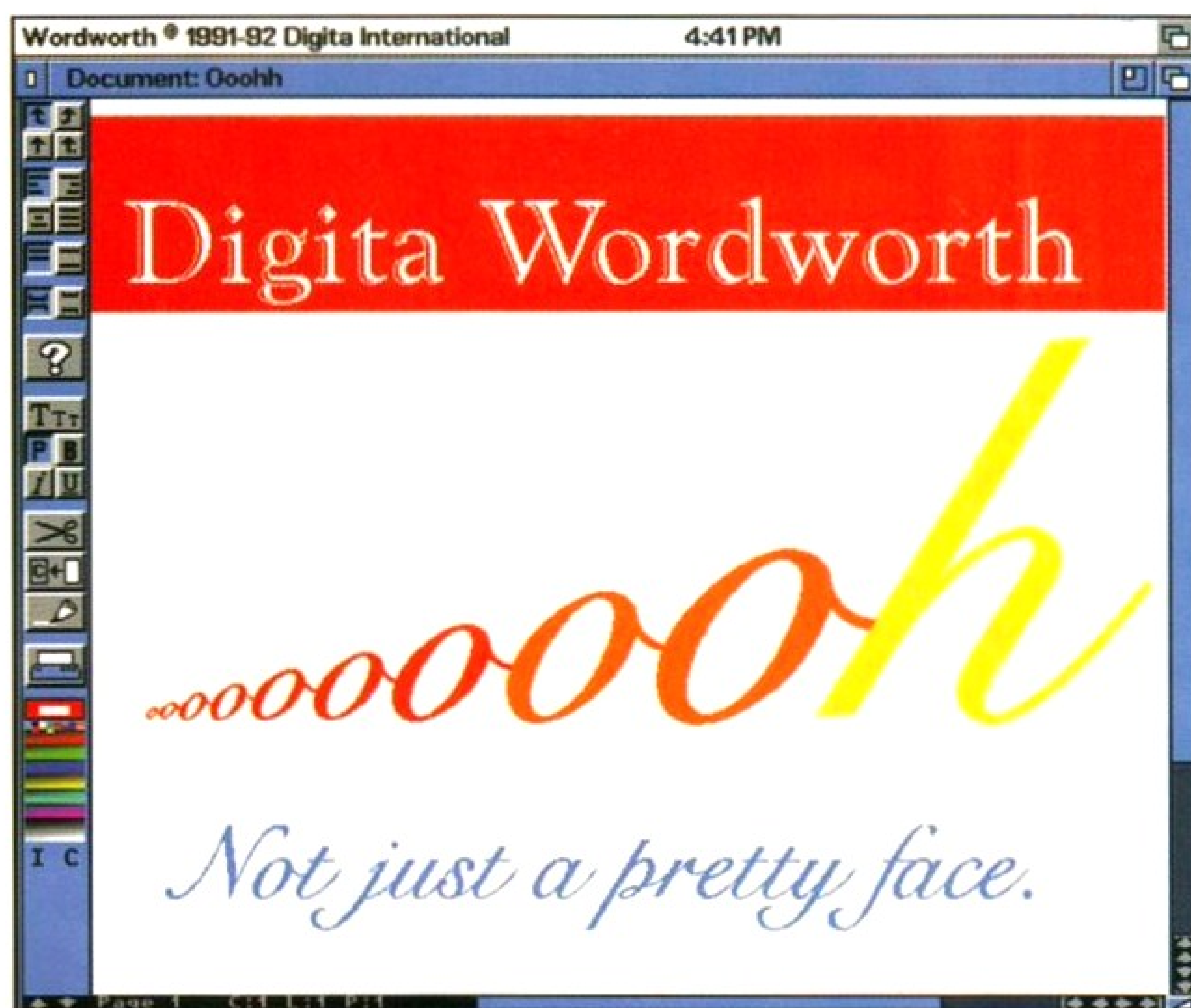
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Fear, Loathing & BLITZ

On a visit to the World of Commodore Show in Australia, Marcus Dyson found there was much more the antipodeans had to offer – good beer, Blitz and 'rockstar' coders...

AS I LAY on my hotel bed in the sauna that is Hong Kong, with the odour of Dim Sum and Chinese laundry drifting through the open window, I wondered. I wondered how I got involved with Acid, LSD, Blitz, and planning a revolution.

It started in Sydney. I'd only gone to Australia to take the kid who won the Real Genius Competition (see how he got on in the News pages) and Commodore Australia were paying. Their PR supremo, Howard Needleman, is a host of the first order, even though money is his god, so it was bound to be a hoot. Seven hundred hours cattle class on Cathay Pacific was a small price to pay.



One of the most important arcade games of all time, *Defender*, is accurately rendered in *Blitz Basic*.

FRIDAY ON MY MIND

I'd checked into the Park Royal Darling Harbour Hotel, which looked like a post-modernist dream on the outside, and an opulent fantasy on the inside. Then straight across the harbour to the World of Commodore Show. Kim Hollingsworth, Commodore Oz employee, was worried that I would be cold as I stepped out in short sleeves. What are these people on? This was as warm a day as the English summer ever gets.

You have to be stupid to send all your thieves and vagabonds to paradise. Especially when everyone else remains on a tiny, overcrowded speck of an island beleaguered by the least clement 'temperate' climate in the world.

TOBY SIMPSON: BLITZ IS BLINDINGLY POWERFUL!



Millenium programmer Toby Simpson captured at the launch of the Amiga CD^{32}, for which he wrote *Diggers*.

Toby Simpson is a thoroughly nice man who likes fudge. In his spare time (that which he does not spend eating fudge and drinking whiskey) he is also the head programmer at Millenium Interactive Entertainment. His latest project is *Diggers*, the first CD^{32} game. He's also worked on *Robocod*, a fact which makes him OK in our book.

Here is what Toby Simpson thinks of *Blitz Basic 2*...

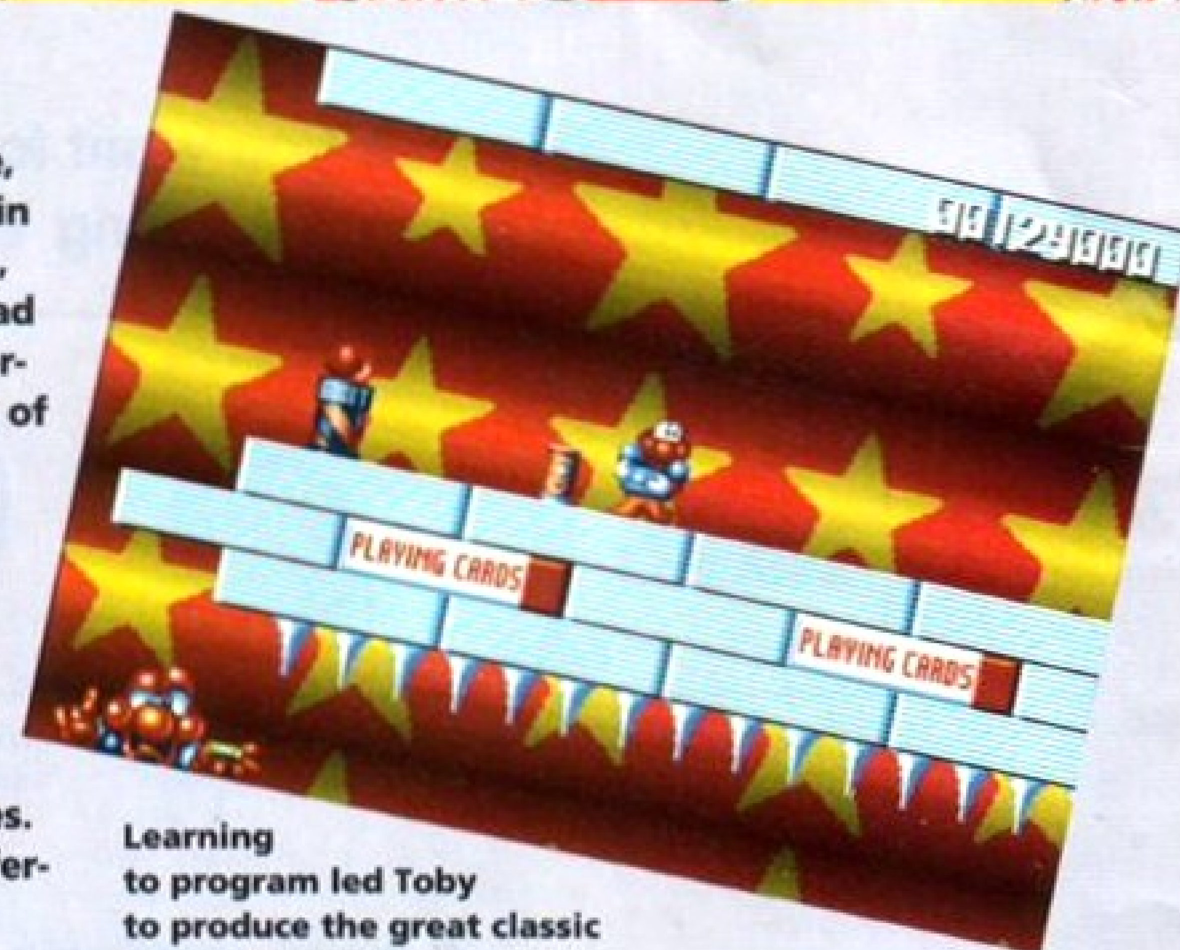


BASIC was originally designed as an instructional language. It actually stands for Beginners All Purpose Symbolic Instruction Code. Its creators never intended it to be used as a professional programming language, and yet it achieved huge popularity, particularly in the early Eighties with the 8-bit home computers, such as the Spectrum, Commodore 64 and Amstrad machines. As computers marched on, more powerful languages were needed to properly make use of them. *BASIC* continued to survive, as software developers such as HiSoft continued to improve *BASIC* and keep it up-to-date.

Blitz Basic, by Acid Software, is a compiled *BASIC*, which means that a special program, called a compiler turns your *BASIC* program into ultra-fast machine code before you run it. It comes with a truly astonishing box full of goodies. This includes a user's guide, a massive A4-size reference manual, several copies of the *Blitz* user newsletter and three disks packed with PD software which has been written using *Blitz Basic*.

Quite a few minutes playing the version of the game *Defender*, which comes on one of the PD disks, indicates that *Blitz Basic* was certainly an extremely powerful tool – and what's more, the game worked just fine on an Amiga 4000 with no problems.

Blitz Basic is certainly very complete. It contains the full range of expected *BASIC* commands, including multi-line functions and procedures. It's stolen the idea of structures from 'C', a powerful addition to the language. Where it really does excel is in the amount of control you have over your Amiga. Things that you'd normally have to resort to some



Learning to program led Toby to produce the great classic *James Pond 2 – Robocod*. Although not immediately.



I asked Acid Software boss Simon Armstrong, the man responsible for the massively powerful *Blitz Basic*, why he thought we did it?

"Why should I care? I'm not a bloody Australian, I'm a Kiwi." Lesson one: Simon Armstrong is from New Zealand. He is not Australian.

Armstrong is a beast of a man, huge and hairy. When I first introduced myself to him, he simply exclaimed: "Great! I need to talk to you, let's have a beer, this evening." Then, in the distracted way that comes with great genius, or monumental rudeness, he proceeded to ignore me, busying himself with selling thousands of dollars worth of *Blitz Basic 2*.

The Acid stand at WOC was like an open and completely disorganised games arcade. *Blitz* programmer Mark Sibly has been ridiculously productive in creating demos to support the language. On the monitors were *Defenda, Zombie Apocalypse, Seek and Destroy, Insectoids 93* and (on the Coverdisk) *Skidmarks*, the demo that will make it to commercial game status. And the kids were wielding joysticks like Uzi 9mm automatics, death and destruction reigned.



In keeping with the *Blitz* tradition of reworking old arcade classics, *Insectoids* pays homage to *Galaga*.

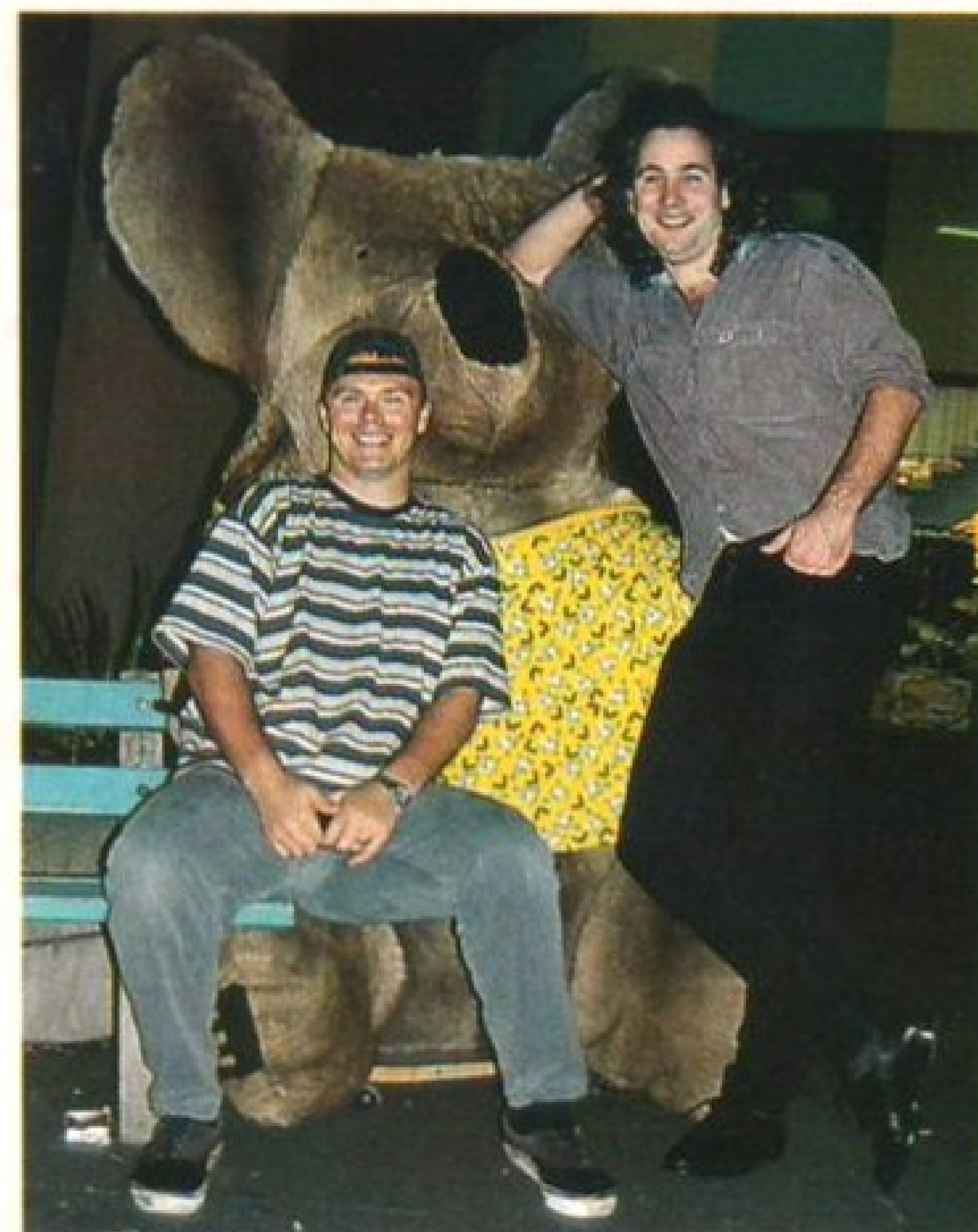
Apart from working feverishly to show how great his programming language is, Mark Sibly has been coding games for Vision Software. Vision are one of the most productive and creative new software houses around, with *Woody's World* and *Overkill* – the world's first AGA-only game – already under their belt, plus *Seek and Destroy* and *Gladiators* in production (see page 32 for more details of their work).

Simon Armstrong is paying their wages. Why? "I don't know," he says. "I just saw these two guys, and thought 'They are just too brilliant to be on the dole. It's not wages, it's all advanced royalties. If *Woody's World* had made it to the shelves by now they'd already be raking it in."

Woody's World rated a very creditable 84 per cent in *Amiga Format*, then seemingly disappeared, what happened? "*Woody's* was going to be distributed by DMI, we'd just shipped and they went bust. It was pretty upsetting, there are we, just about to get our first commercial game on the streets, and suddenly we didn't have a distribution company any more," Armstrong explains.

"Mungo [Amyatt Lear, ex DMI director] still has *Woody's*, he faxed us from his new company, London Software Developments, saying they'd get *Woody's* out, but we're really not sure what is going on at the moment."

He laughs: "That'll be great, eh? Acid Software distributed by LSD!"



It's behind you... Editor Marcus Dyson and Simon Armstrong pause for a second in the jungle that is downtown Sydney.

LATER...

We met in the hotel bar, hoping for a quiet drink. But Simon and Mark were sitting with a hundred others. "This is the Wild Bunch". I didn't believe him for a second, Ernest Borgnine wasn't there!

During the seemingly endless stream of introductions, I forgot all their names. Who the hell were these guys? They had been sitting in their bedrooms for two years knocking up graphics for non-existent computer games. Then an entrepreneur by the name of Mujo Sefa saw their stuff, decided it was worth investing in and set them up, houses, cars, the works.

Sefa is a 'retired' businessman who used to "fulfill government supply contracts in New Guinea". He exudes a quiet confidence, borne, one suspects, of always getting his way. He doesn't know a whole lot about the computer leisure scene, but his enthusiasm is infectious. Mark Sibly recalls when Sefa first saw *Overkill*, he proclaimed that it was great and that they'd sell 200,000!

Continued overleaf



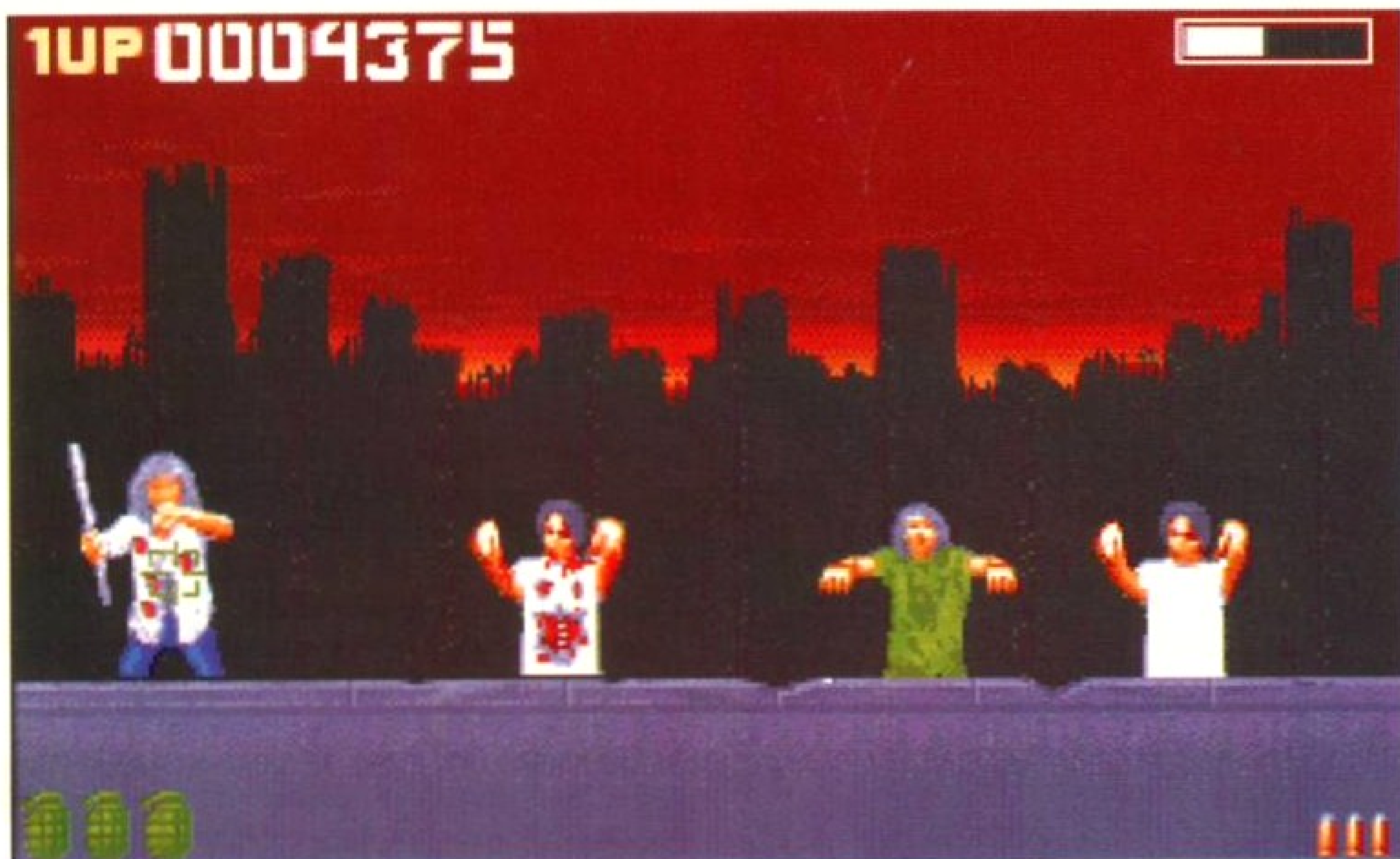
pretty heavy C programming, or machine code to do are now available from *BASIC* commands, including setting up of interrupts and an in-line assembler (which should really help those who need that extra ounce of power out of their programs).

The documentation is beyond fault. The reference manual has a comprehensive index and table of contents allowing you to look up pretty much anything very quickly. Each function is explained with syntax and examples. The user guide is devoted to getting you set up, started and teaching you the basics of *BASIC*, and includes loads of examples for you to type in. On top of these two guides, a disk full of examples is provided, and the PD games disks which show very graphically the sort of things you can do with it. Giving away several copies of *Blitz* User is a nice touch, and gives you even more things to try and loads of hints and tips.

Blitz Basic is a worthy rival to *AMOS*, and if you are after an easy to learn language such as *BASIC*, which allows you to learn about your Amiga and perhaps write some games and demos, then you can't go far wrong with it. Its definitely worth a good long hard look.

Robocod is now available in an AGA version. Owners of the non-AGA version can upgrade by sending their disks and a cheque for £9.99 to Millennium at Quern House, Mill Court, Great Shelford, Cambridge CB2 5LD.

Blitz Basic
SOFTWARE HOUSE: ACID SOFTWARE
DOCUMENTATION: 9/10
FEATURES: 9/10
VALUE: 8/10
OVERALL: "A powerful compiled *BASIC*, which gives you *AMOS*-style power with C-style flexibility and structure."



The Zombies themselves in *Zombie Apocalypse* (to feature on next month's Coverdisk) are digitised pictures of the Acid Software crew. The gut on the left is Armstrong, for sure... the hair's a giveaway.

Business is conducted in an altogether more relaxed manner down there in Oz, and after a few beers and a couple of handshakes, Simon Armstrong has sold Sibly into slave labour in Melbourne. How does Mark feel about it? "He's not very pleased, he hasn't seen his girlfriend in weeks, all he wants to do is get the game finished and get back to Auckland"

The game in question is *Gladiators*, a cross between *Speedball 2* and *Smash TV*, and the second collaboration between Vision Software and the Wild Bunch. Sefa's company Digisoft are handling the marketing.

The boys were getting ready to hit the town. I was guest of honour. Sefa ordered two stretch limos, because we couldn't all fit into two taxis. This guy is a smooth operator.

But Simon and I had plans. Australia has over 200 cover-version bands, and tonight The Zeppelin Show was in town. At dinner we scarfed a surprisingly pleasant French meal with ungracious haste. Afterward when everyone hit a bar, Simon and I saw our chance, headed for the door and hailed a cab. With our *What's On* paper under our arm we were confident that we'd be moshing to the strains of Black Dog within minutes. One of the wonderful things about Australia is the expansiveness of the place. The cabby dashed our hopes within seconds, "OK, I'll take you, but it's gone take us a while to get there". One of the crap things is how far apart everything is. Timidly we skulked back into the bar, hoping we hadn't blown our place on the gratuities list.

No fear! Mujo consoled us, in a way that implied he might have been able to get us on the guest list, that Zep would have been sold out for months. He can't have heard what happened to John Bonham yet.

The Wild Bunch were itching to live up to their name and had targeted a strip joint in Kings Cross as the cradle of craziness. Simon and I, being the new men we are, skipped the gynaecology lesson and went to see a band called the Headhunters at a bar called Springfields. With a name like that how could they be bad? They were. Awesomely. I asked Simon why, since Australians are not generally reknowned for their taste and sensitivity, he had wanted to miss the strip show. He pointed out, not totally good-humouredly, that he isn't Australian.

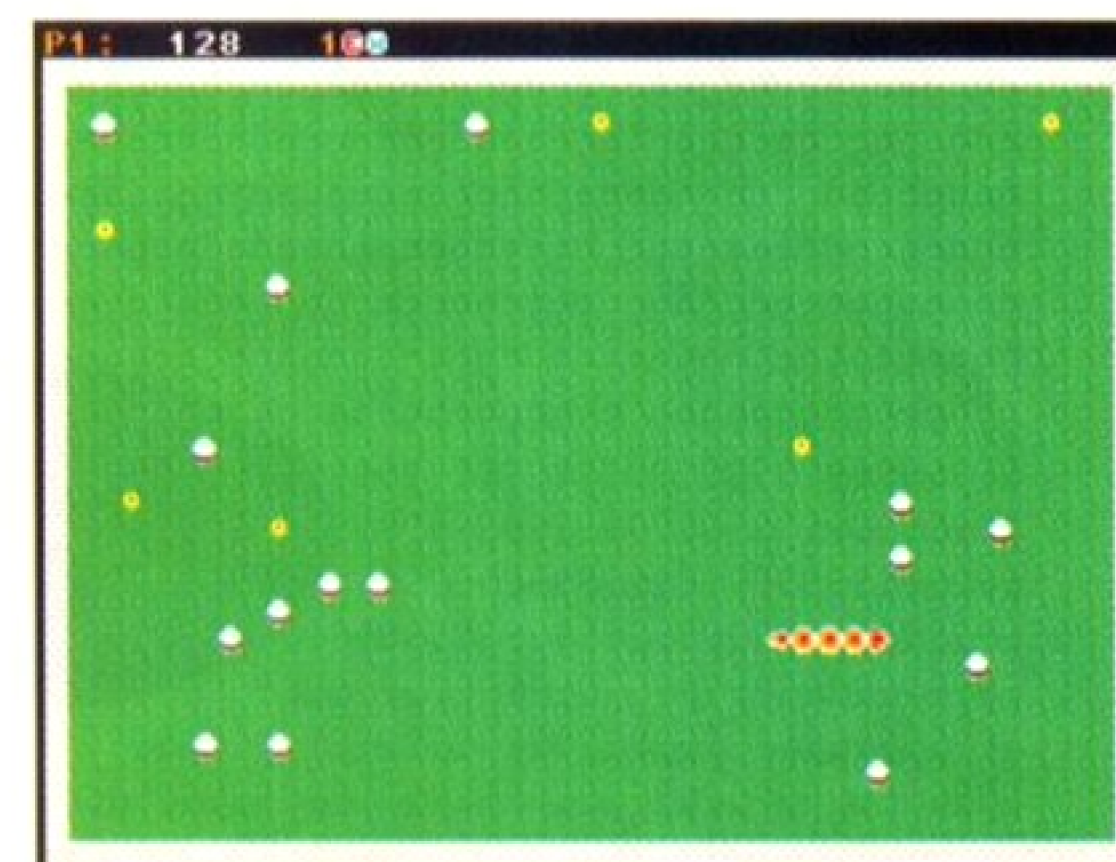
Lesson two: Simon Armstrong is a New Zealander. Not an Aussie.

The Wild Bunch just sat around drinking supertankers of beer, being notably un-wild. The only excitement of the evening came when Mark Sibly and I had a stand-up screaming-blue-murder-over-the-table-beer-bottle-dashing argument about the potential appeal of a mouse pointer driven comms package. Pretty rock 'n' roll eh?

DRIVE IN SATURDAY

The 3rd July 1993. The Doors were playing somewhere in Sydney. Simon and I had seen the show advertised in the *What's On* paper. Just before we cast it in the bin for not pointing out that Led Zep were playing in the part of Sydney that is near Adelaide. Simon, Mark and I wanted to see The Doors. Because they like 'Break on Through', and because I knew Jim Morrison isn't dead, and I seriously believed that night was the night he would make his return tolive performance. They were sure I had drunk too much Cascade, a smooth and gorgeous Tasmanian brew, the fools, they'll see.

Continued Overleaf



Worms, one of those games that looks really crap, but once you start playing, you don't want to stop.

ANDY BRAYBROOK: BLITZ PRODUCES EXCELLENT RESULTS


Andy Braybrook, the man who killed pop music.

Andrew Braybrook is a part of developers Graftgold, programmer of *Rainbow Islands*, bass guitarist and all round great guy. He is currently putting the finishing touches to the Amiga version of his C64 classic *Uridium*, imaginatively titled *Uridium 2*. He had this to say about *Blitz Basic 2*...

My last encounter with *BASIC* was on the Dragon 32 in about 1984. So before I began this review I had to plough through the manual.

The installation procedure seems straightforward, and the manual is written in a fairly colloquial style. Vision seem to have thought of all the things that might go wrong and offer advice if things don't work.



First impressions: I'm glad to see that line numbers have bitten the big one. Who needs them? They encourage amazingly bad programming habits. In fact, the examples supplied have been written in a neatly structured style which makes them easy to read. The editor puts key words in a different colour so you can see that it has recognised them immediately. All sorts of new-ish constructs are available, like Do-Whiles making the language more readable.

What I was most impressed by was the speed and polish of some of the examples supplied in the package. I had more than a few goes of the *Defender* clone and you'd be hard pressed to tell it was written in *BASIC*. One of the keys to its speed is that it always compiles the program before running it, that is it converts the game to machine code and then executes it. This will slow down development time a bit because you have to re-compile when you change a line, but the finished results are well worth it.

The package is aimed more at the intermediate programmer than at a beginner since there is a fair amount to learn before you can get started, but I know how hard it is to get into assembler and *Blitz 2* produces excellent results. You can integrate small routines of assembler into the *BASIC* to speed up specific bits, and some of the more intricate commands provide direct access to hardware registers. Thus you can play with the Amiga hardware directly without (hopefully) the hassle of re booting when you make a mess as often happens with assembler.


Possibly the greatest game ever to appear on the Amiga. *Rainbow Islands* is well... the work of a god-like genius (and mass music murderer).

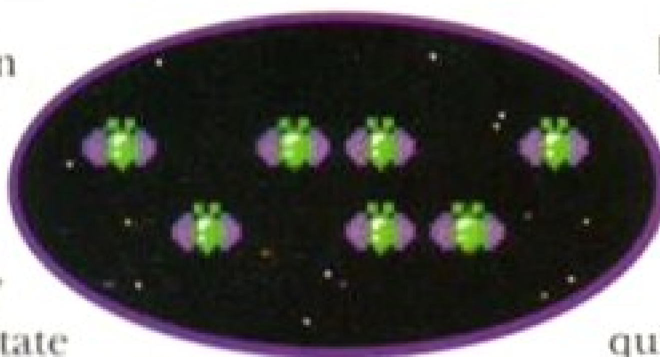
The authors of *Blitz Basic 2* seem to be genuinely enthusiastic and keen to help as they produce their own newsletter, and while someone there really needs to keep a close eye on the spelling, I detect a strong commitment to keeping the product going and I wish them well.



Skidmarks **allows you to drive the way Marcus does on the public highways, but without incurring any penalty points on your licence. Don't just look at it, play it! It's on this month's Coverdisk!**

But our plan to see The Doors was fatally flawed since we didn't know where they were playing. We devised a foolproof scheme. We would go into every bar in Sydney and have a drink, until we found the bar where they were playing. The Bitmap brothers may fancy themselves as 'pop-star programmers', but pure rock 'n' roll flows through Acid's veins!

Predictably this didn't result in us seeing The Doors. We got drunk and rowed instead. Sibly insisted that advancements in computer technology were directly responsible for the current poor state of computer games. He maintained that many of today's games were no more than megademos, and that CD and 24-bit palettes would only exacerbate the situation. I retorted that advances in technology are there for programmers to make use of. Sibly retorted that so few of them did. I hit him with the assertion that if they all had his attitude to the technology, it wasn't surprising. The conversation became heated to the point where we would have been cast unceremoniously from an English bar. In Australia no-one batted an eye. We argued more and drank ourselves into a frenzied impasse.



LAZY SUNDAY

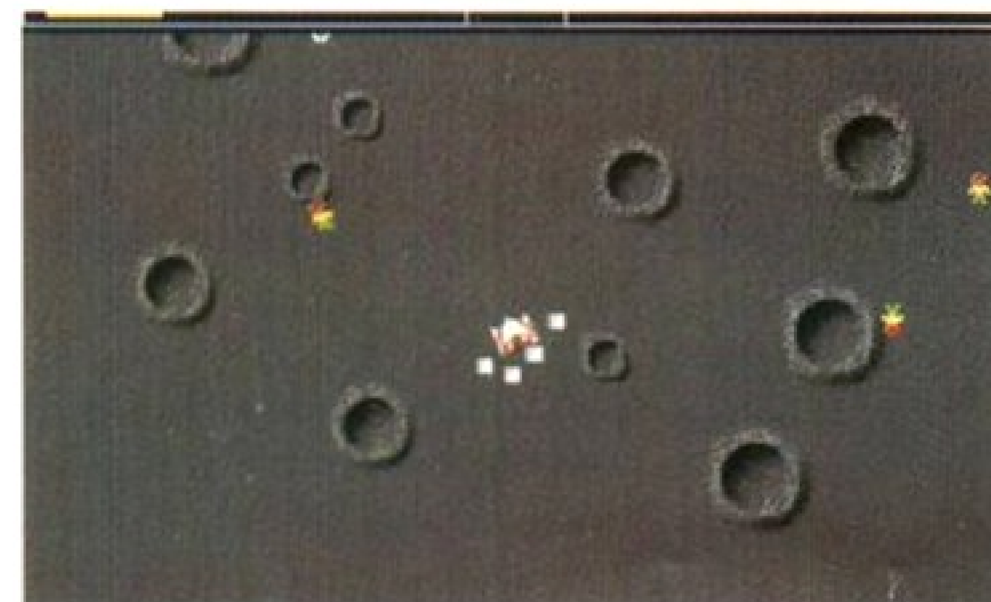
Sunday night, and the World of Commodore was just a (very recent) memory. Simon and I met in the bar of the hotel for a quiet dinner. It was the night of the Wimbledon final and we wanted to eat, then find a bar where we could vegitate and watch the tennis. Over dinner Armstrong and I began to talk about shareware. He asked me why Jeff Minter and *Llamatron* made a very tidy (and well deserved) amount as shareware, and Bryan Bell shifted several thousand full copies of *Charlie Chimp* after his *AF* Coverdisk. But Mark Sibly had relatively few responses from the shareware release of *Cybernetix*. I pointed out that both Jeff and Bryan offered an extra disk with more stuff on it to people who registered. Simon's eyes lit up, I could see the thoughts whizzing around his brain. He edged closer to me and asked how I felt about starting a revolution. I looked for the exits, I was sitting at dinner with a madman, and that bag he had with him, it probably had a bomb in it. If I'd had a can of Mace with me I'd have had it for his eyes and dived under a nearby table. As it was, I raised my eyebrows and tried to appear interested. Simon Armstrong then unveiled his plan to me. And a damn good one it was too.

Acid Software want to start a shareware revolution. They want everyone out there writing their own games and seeing some financial reward for it. They want the power of popular opinion to shape the games of tomorrow. Excellent, I exclaimed, but how are they going to achieve this? "We'll put *Blitz Basic* on the cover of *Amiga Format,*" Simon replied.

"Great," I said, never afraid to place a brilliant piece of software on the front cover. "But how will that start a revolution?" I asked.

"Simple," replied Simon. "We'll run a competition for your readers to write a great game in *Blitz*, and to the two who write the best ones we'll give an Amiga 4000/030 as a prize. That should get 'em coding."

And that's how it all began. Next month we'll be giving you *Blitz Basic 2* on *Amiga Format's* cover. So get coding… the revolution starts here.



***Buzzbar*, shoot things, collect things and it's got nice inertia, erm… sort of *Defender* meets *Asteroids*.**

RAF CECCO: SUPERB FOR CREATING GAMES...



***First Samurai*, it was fabulous and it was on our Coverdisk a long, long time ago...**



The idea in *First Samurai* was to collect things, and to punch and kick things. It was a lot better than it sounds.

Raf Cecco is the programmer responsible for one of the best Amiga platform games we've ever seen, the excellent *First Samurai*. He's also the programmer of the *Second Samurai* demo on this month's Coverdisk. So what does a professional games programmer like Raf think of *Blitz Basic 2*?

"It is excellent as far as *BASICs* go – it's superb for creating simple games. There is invariably some overhead in terms of processing speed because it's a compiled language, but on the A1200 games could potentially appear as much better quality because it's a much faster processor.

"I like the way you can kick out the Amiga OS, and use the full power of the machine. The C-type structures are also very good."

So what about the example programs which are included with the language?

"I've enjoyed playing the *Blitz Defender* an awful lot – more than some of my Super Nintendo games lately."

How does *Blitz* compare to Raf's language of choice, machine code?

"When I started coding on the ZX81 I began in *BASIC*, but I think it would have been more difficult to begin immediately with machine code. I think



In fact, the follow-up, *Second Samurai* is on this month's Coverdisk, so why not give it a go and see what you think?

***Blitz Basic* really is excellent, and could be used as a stepping stone on the way to writing 100 per cent machine code games.**

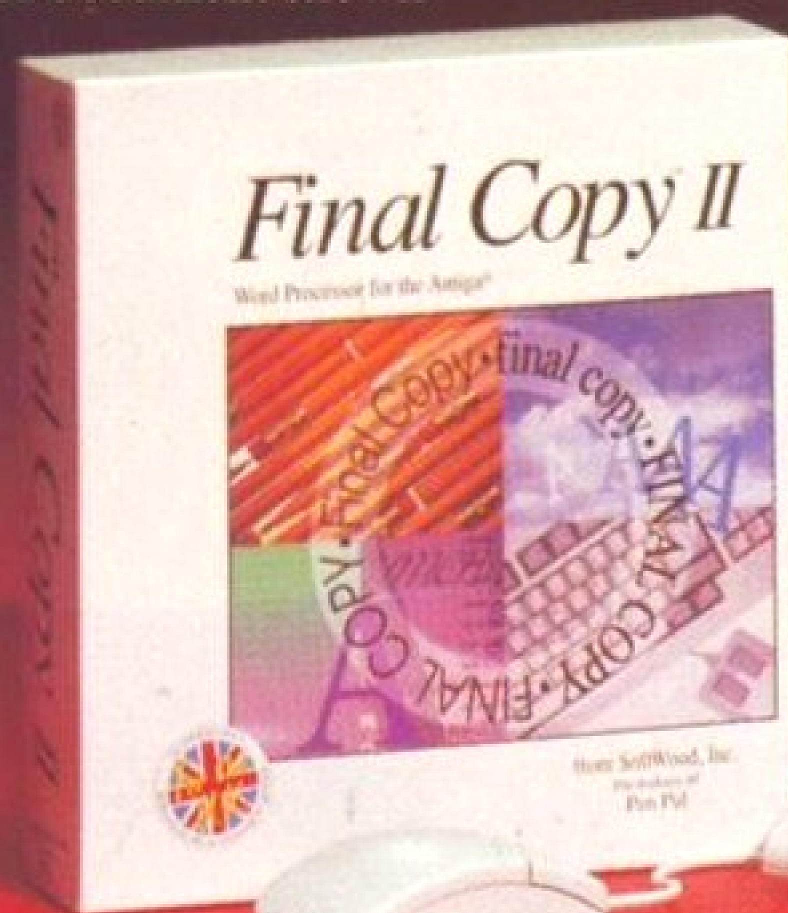
But will it replace machine code? "For the amount of effort it would take to get the best out of this language, you may as well put it into learning machine code. However, it's the best thing I've seen other than machine code for writing games."

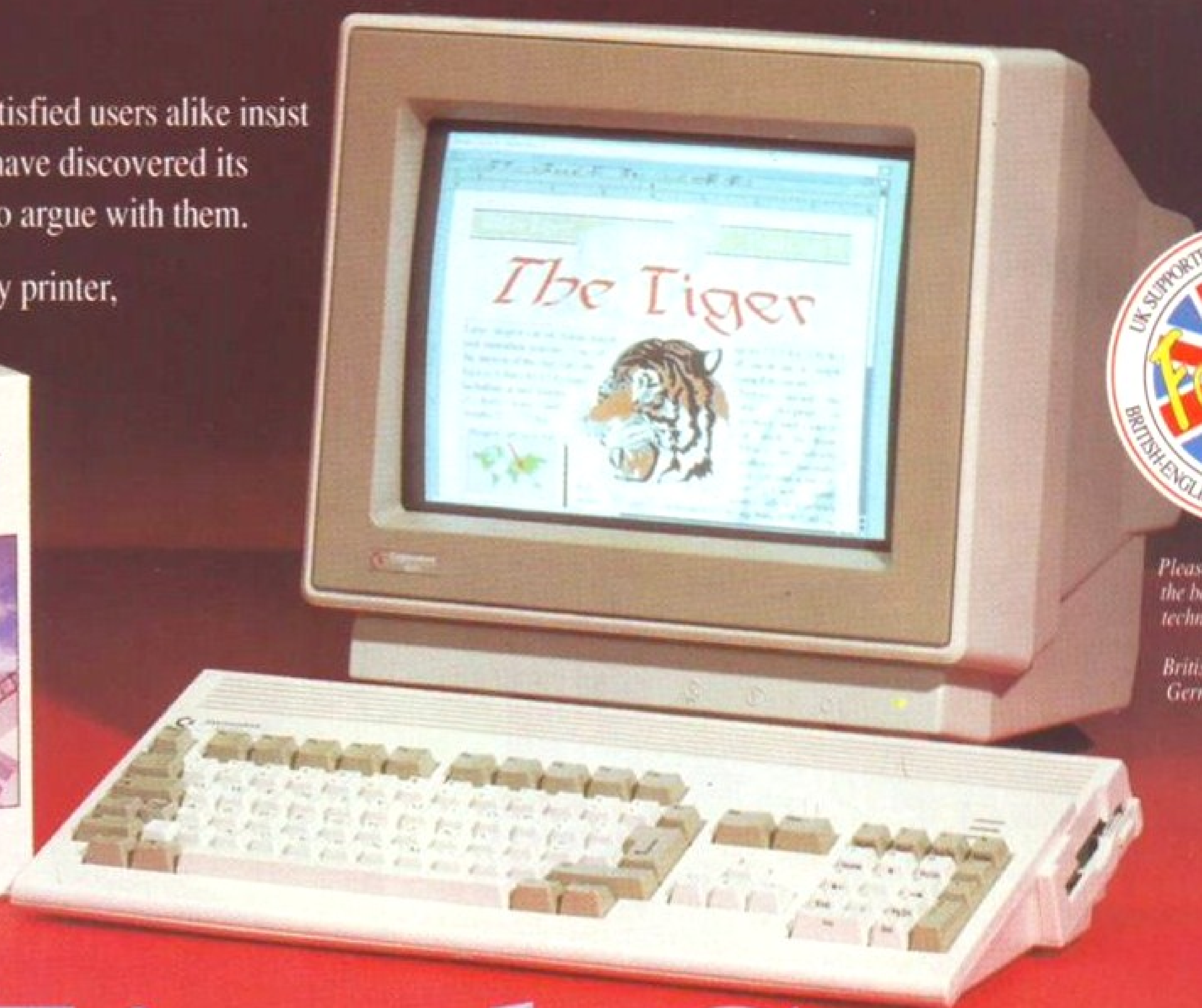
Who says Final Copy II is the Best Word Publishing Program?

Not *just* thousands of satisfied Amiga owners, but Amiga Format too!

We call it a Word Processor, but if both experts and satisfied users alike insist on calling *Final CopyII* a 'Word Publisher' [once they have discovered its unique blend of powerful features], we're not about to argue with them.

Final Copy coined the phrase "Perfect Printing" on any printer, and we mean it... the document shown below proves it! We hope you too will find that *Final CopyII* is Perfect for *your* printing!







Please look for a UK logo on the box as your guarantee of technical support and future upgrade offers. British-English, French and German versions available worldwide.

Wildlife Report

The Tiger

Large striped cat of Asian jungle and mountain regions. One of the largest of the big cats, the tiger is 3-4 m. (10-13 ft) long, including a tail 1 m. (3 ft) long, and weighs 227-272 kg. (500-600 lb.). Both sexes are immensely strong, enabling them to bring down and overcome animals the size of buffaloes. Their main prey is deer, antelope, wild pigs and bushbucks.

Lacking the stamina for a prolonged chase, tigers rely on their striped markings to conceal their movements as they silently creep up on their victims before making a sudden rush from behind. They kill by first knocking the animal down with a blow of the forepaw, or pulling it down with the claws, then suffocating it with a powerful bite at the neck or throat. Tigers swallow meat in large chunks, using their teeth to cut rather than to chew, and eating up to 22.5 kg. (50 lb.) of meat in a single meal.

Tigers spend the day sleeping or resting and emerge at dusk to hunt. Males are usually solitary animals, except during the breeding season. Each male marks off a territory of from 65-650 sq. km. (25 sq. miles), which contains several females and which he defends against other males, marking the boundaries by spraying a mixture of both his urine and scent.

Tigers once ranged all the way from China to Turkey, but today their range are largely confined to India and South-east Asia, with smaller populations in China, Siberia and Turkestan.

Region of Habitat

Final Copy coined the phrase "Perfect Printing on any Printer". We mean it - this document proves it!

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Word Publishers go beyond simply producing normal letters and documents (at which *Final CopyII* naturally excels) and progress into a world where how the whole document looks is just as important as what it says. Admittedly, this can be achieved with Desk Top Publishers, but they can't easily be used as Word Processors, especially when a good looking letter needs creating quickly - they're far too cumbersome. This is where *Final CopyII* offers the perfect balance between the two requirements. Ease and speed of use, combined with complete control and perfect final printed presentation. **Complete control over how documents look, now YOU have it at your finger tips on your Amiga!**

Features include:
On-Screen Drawing Tools for generating boxes, borders, and lines or arrows at any angle, Multiple Newspaper Style snaking columns, combined with the unique ability to use the same PostScript outline fonts - on absolutely any printer in portrait or landscape. Text Auto-Flows around graphic objects and imported pictures, which can be placed anywhere, scaled and cropped, with no loss of printing quality. Text can also be printed actually over graphics (refer to "The Tiger" heading on our document).All these features mean that no matter what you may have thought, no other Amiga Word Processor has all the capabilities that *Final CopyII* users now simply take for granted!

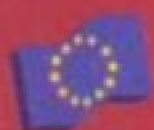
We don't have room to list EVERY feature that *Final CopyII* can boast, so please call for your free DETAILED information pack now.

SoftWood - Quality software for your Amiga

With Final Copy II you're not just getting a one off product! SoftWood are acknowledged as the World's leading software company who develop for the Amiga, and no other system. Once you're a registered SoftWood product owner, you'll be gaining access to unlimited free technical support (others charge), and preferential upgrades to new versions of this and other exciting products being developed right now!

Compatible with all Amigas from A500 to latest A1200/A4000 ranges with either second floppy or hard drive.Minimum 1Mb. available free RAM required (A600 hard drive - 1.5Mb). As with all advanced graphical programs, extra memory (eg. 1.5/2Mb. - more the better) is required to exploit all features.

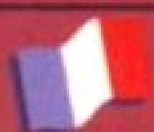
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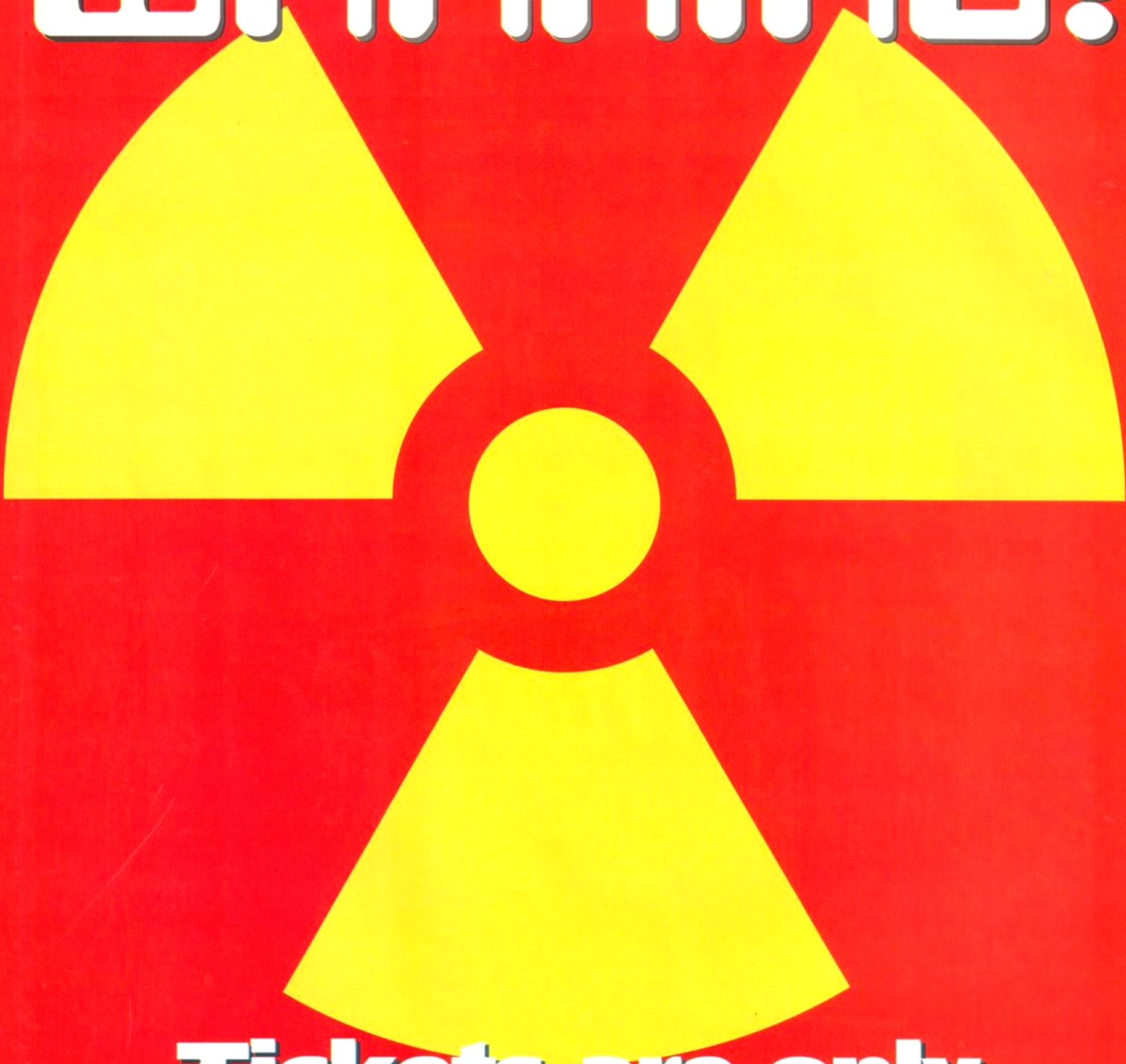
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Amiga Oberland - Germany
In der Schneithohl 5 W-6242 Kronberg 2 Frankfurt

Please rush my personal copy of the detailed Final Copy II information pack, including samples from popular printers, and a list of stockists to... (clip the coupon or call 0773 836781 now!)

Name & Address:



Tickets are only available in advance!

The only way to get tickets is to phone 051-356 5085. Price: £6.95 each or £24.95 for family groups of four (with at least one adult). No tickets will be sold on the day.

Amiga Format and Future Entertainment Show

Get creative competition

The second Future Entertainment Show

For all AF readers who missed out on last month's competition, we're giving you another chance to get creative!

Over the years the Amiga has grown into an extremely sophisticated machine. Not just as a games machine, or solely for serious use, but the Amiga is now a capable performer in many areas. At creating gorgeous graphics, the Amiga is master, with programs like *Deluxe Paint*, *Imagine* and *VistaPro*. And Desktop publishing is a doddle with *PageStream* and *ProPage*. With its ability to play sampled sounds and run a wide variety of music programs, the Amiga is also a powerful music machine. And Editing and titling videos is another skill the Amiga is adept at.

Because of these plentiful and wondrous abilities, we've put together a mega huge competition with prizes that represent the variety of operations the Amiga is used for. And the different things you have to do to win the prizes means that everyone has a good chance of winning a prize they can really make the most of!

Each of the prize winners will have their prizes presented to them at the Future Entertainment Show on 11-14 November. (But don't worry if you win and you're not there, your prize will be sent to you. But you would be mad to miss it.)

This year the FES promises to be even bigger and better, with 150 exhibitors covering around 20,000 square feet of the Olympia Exhibition Centre. More than 60,000 people are expected to attend the show, and tickets priced at £6.95 or £24.95 for a group of four, must be booked prior to the show.

A credit card hotline has been set up for the show, so to book your tickets call 051-356 5085.

WIN! AN AMIGA 1200


Happy families in 'Hodjasville' – a grand line up ready for you to decide which characteristics they'll have. That's if you've got what it takes to design a brilliant game.

IN OUR EXCELLENT DESIGN-A GAME COMPETITION

Following the completion of *Second Samurai*, Vivid Image are about to embark on their most ambitious project to date. *Hodja* is to be a CD-only game, developed for every CD platform, and Vivid Image want you to design it for them!

This isn't just the Vivid Image boys being lazy – they've done the preliminary work on the game, like designing the characters in the story and the basic scenarios, and what you have to do is come up with a design for the game itself.

The story so far...

Hodja is a popular Turkish folk hero, believed to have lived around the 13th century. His name means 'the learned one', or 'the wisest of men', and he makes his living by telling funny stories, making predictions and giving advice to people. Because what he says is completely made up and untrue, most of his predictions go wrong, so he can't stay in one place too long.

A typical suburban family, whose name you must make up, hires Hodja for a birthday party. What the parents don't realise is that Hodja practices real magic, but he's not very good at it. He grants the child a wish, which he must ask for while blowing out the candles on his birthday cake. The lights go out, the boy blows out the candles, and when the lights come back on, the family is sitting in a strange, monster-filled fantasy world. One of Hodja's spells has backfired... again!

Here's where you come in!

Design a game continuing on from the above story. To help you, Bill Hajee (who animated the mice in the Disney film, *The Rescuers*) has drawn a rough of what the family look like – see the cartoon. He will also be working on the in-game graphics, so don't worry if you can't draw!

Make your design in full storyboard-type form if you can, with detailed pictures describing each of the areas of the game, and some brief text to describe them. However, If your drawing is not so

WIN A VIDEOPILOT *WORTH £1,300!*



If you win this competition you can turn your Amiga into a multimedia machine with this excellent video editing suite from V3I. Plugging into your Amiga's serial port, and controlling up to three source decks and one single destination deck at a time, the Videopilot enables you to cut and edit your videos to achieve more professional results.

Because we know that anyone interested in winning a Videopilot will be a dab hand with their camcorders (or are working on it), to win this competition you have to make a video recording.

Now we're not fussy – the subject matter is completely up to you – it can be humorous, thrilling, horror, a music video or a recording of everyday life. What we do want is originality and style. But what we don't want is your original and only copy of your recording – if it gets lost or damaged in the post you will have lost it for good.

Send your entries, and your name, address and phone number on a postcard or the back of a sealed envelope to:
Creative Film Compo, *Amiga Format*, Future Publishing,
30 Monmouth Street, Bath, Avon BA1 2BW.

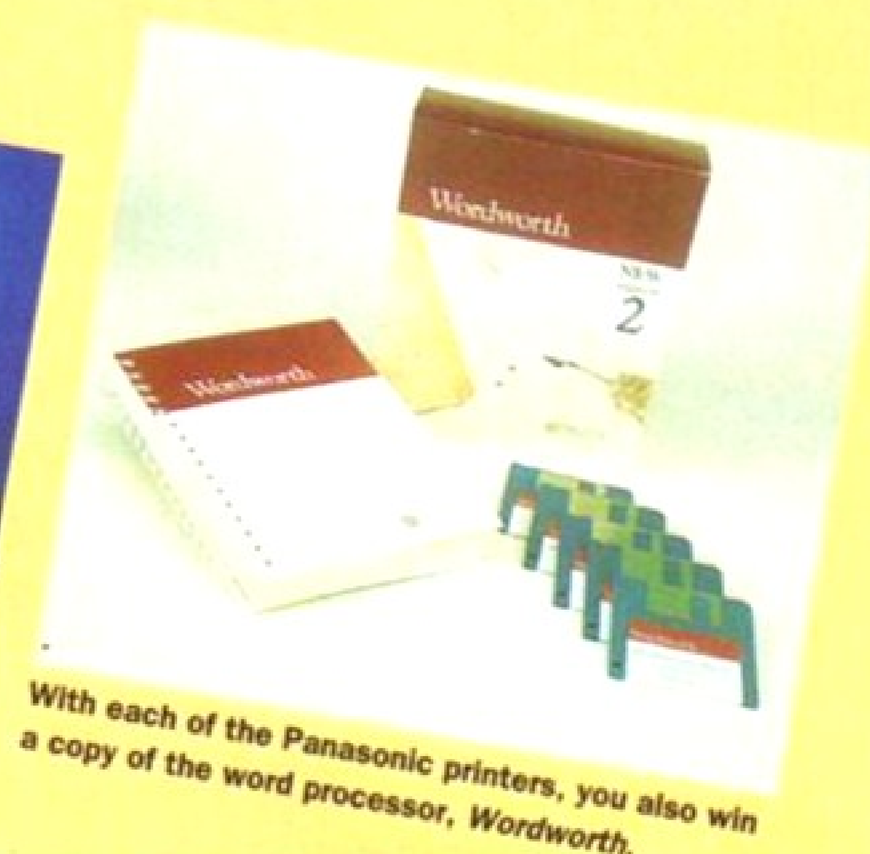
TO ARRIVE NO LATER THAN 8 OCTOBER 1993

3 Panasonic PRINTERS









With each of the Panasonic printers, you also win a copy of the word processor, *Wordworth*.

AND WORDWORTH UP FOR GRABS

Whatever you're using your Amiga for, whether it is simply word processing and writing letters, or complex graphics and illustrations, you will need some type of output device. That's why we've got together with leading mail order company, Indi Direct Mail, to offer you the chance to win one of three high quality printers from Panasonic.

With each of the three Panasonic printers we're also giving away a copy of Digita's excellent word processor *Wordworth*, worth £129.99.

Indi are offering a Panasonic KXP-4410 laser printer as first prize. Worth £499.99, it can handle complex graphic applications, has low running costs, and prints up to five pages a minute. Second prize is a Panasonic KXP-2123 24-pin Quiet colour printer worth £239.99, and third prize is a Panasonic KX-P2180 9-pin colour Quiet printer worth £189.99. Both high performers, they use Quiet printing technology and have fast printing speeds.

ANSWER THESE QUESTIONS:

1. How many fonts are there on a Panasonic KX-P4410 laser printer?
2. How old are you?
3. What are the print speeds of the Panasonic KX-P2123 Quiet colour printer?
4. What computer/s do you own?
5. What is the sound level of the Panasonic KX-P2180 Quiet colour printer?
6. What will your next computer-related purchase be? (A clue: the answers to questions 1,3 and 5 are on the Indi advertisement.)

TIE BREAKER:

I think Indi is the number one choice for computer products because ______________________
____
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____

(In no more than 15 words)

Send your answers, and your name and address and phone number on a postcard or the back of a sealed envelope to:
Indi Printers Compo, Amiga Format, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

TO ARRIVE NO LATER THAN 8 OCTOBER 1993

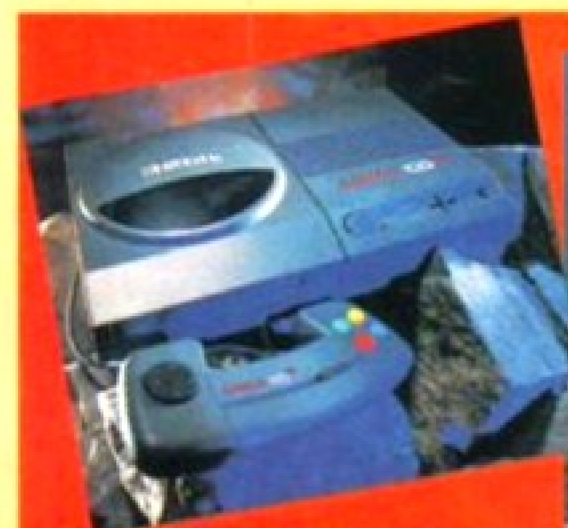
hot you can just sketch out the scenes, and write down descriptions of the levels.

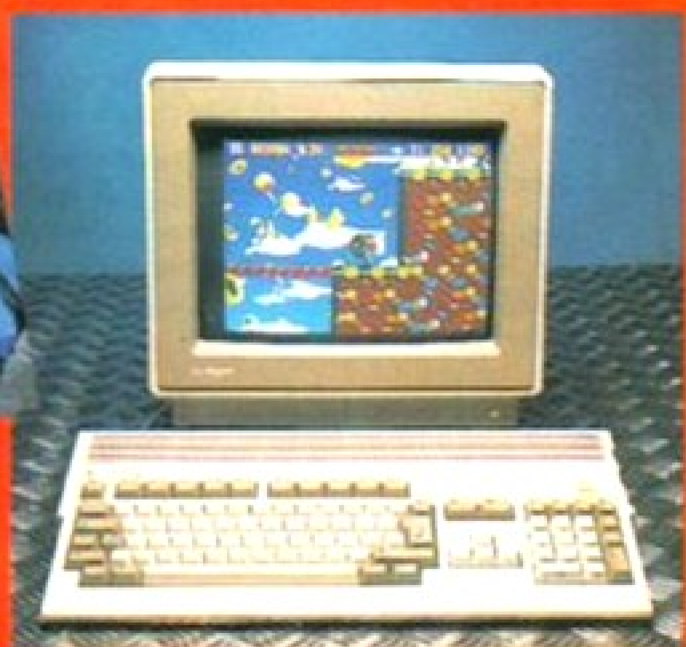
The game design must be appealing to the whole family. Because a family is portrayed in the game, a real family should be able to control the characters. Up to four players may play the game simultaneously, with each playing the part of a family member. There should be an option to switch to any free family member at any point in the game.

A family pet could be included, either a cat or a dog, which would either help or hinder the family's efforts. Alternatively, a baby monster could be befriended by one of the children during the adventure. Oh, and not forgetting, of course, Hodja's beloved donkey, Eshek.

Each member of the family should have different objects (which they were carrying prior to the casting of the spell), which they can use to get rid of the monsters they meet. Also, since the physical attributes of the characters vary, so must their abilities. Characteristics could be:
Mother: *Pulls children away from potential trouble, screams at monsters, administers first aid and comfort;*
Father: *Carries children on his shoulders to give them a rest or help them over obstacles, lifts heavy objects;*
Children: *Climb trees to attack monsters from above, climb rockfaces with help from the father, and swim well.*

To avoid patronising the characters, you will need to introduce much humour and role-reversal. For instance, the father may be terrified of snakes, while the mother may find them cute. Remember that *Hodja* is to be for CD-based machines only, so there are no limitations for the game's size and scope. Think of it as an interactive mini-movie, but steer clear of the *Dragon's Lair* style of game (all graphics and no gameplay).Try to make it easy to play and combine adventure with arcade sequences and puzzles. Above all, have fun!





The main prize for the best game design will be a shiny new A1200! And Commodore have given us an Amiga CD32 to give away as a runner-up prize – so, get your thinking hat on, and go for it!

THE PRIZES AND HOW TO ENTER

Send your entries in by 8 October 1993 to: Write a Vivid Game Competition, *Amiga Format*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

Your entries must either be as a full script with sketches or a full storyboard. The entries will be judged by Vivid Image.

WIN A DAY IN A TOP RECORDING STUDIO!

If you've ever thought about creating music on your Amiga, then now's the time to do something about it! You could win a full 12 hours in a professional recording studio, to record your music using a full set of professional gear, with a recording engineer thrown in to help you out with the difficult bits.

The studio is Heritage Studios in Huntingdon, owned by percussionist Evelyn Glennie and engineer Greg Malcangi. It features 20-bit digital recording, 48 channel MIDI, and samplers, effects units and keyboards. At the heart of the studio is an A4000/040 running the *Bars & Pipes Pro 2* sequencing program.

The winner and runner-up of this competition will also receive a copy of *Bars & Pipes Pro 2*, rated FG90 per cent in issue 46, so the total value of the prize is... oh, huge. So what are you waiting for?

HOW TO ENTER

All you have to do to win this competition is create a piece of music using your Amiga. This could be using a full-blown MIDI set-up, or a simple tracker program (such as *ProTracker* featured on the Coverdisk of *Amiga Format* 48).

When you have created your piece, record it either to ordinary cassette or DAT, and send it to: Deborah Thackery-Tyres, Heritage Studios, Heritage House, Main Street, Upton, Huntingdon PE17 5YF.

Your entry must be in by 8 October 1993. The entries will be judged by a panel including Evelyn Glennie, Greg Malcangi, and a Commodore representative.

Please supply a list of the equipment you have used. And don't send an original master of your music, because it cannot be returned to you.

MONITORS/ACCESSORIES

Item	Price
CBM 1084ST including tilt + swivel +2 games	188.95
Philips UK 8833 MKII mon.+leads + on-site	189.99
Tilt + swivel stand for 8833	9.99
CBM 1960 High res monitor	359.99
CBM 1940 dual sync .39 dpi AGA monitor + speakers	274.99
CBM 1942 dual sync .28 dpi AGA monitor + speakers	374.99
MICROVITEC CUB-SCAN 1440 14" .28dp for 1200/4000, infinately variable scan rates between 15KHz (default on boot-up) and 40 KHz for all AGA modes in this range. With tilt and swivwl stand and 3 year warranty	399.99
Microvitec Cub-scan .28dp for 1200/4000 as above, but 20"	1139.99
Adaptor for A1200/Microvitec	12.99
EIZO 9060M Multi-Sync for 1200/4000 models	595.00
CBM 1936 Hi-res SVGA .28dp inc. tilt & swivel	259.99
NEC 4FG Multi-Sync	544.99
PiP View TV tuner+remote with sub picture for monitors	113.99
CBM Flicker Fixer	99.90
ICD Flicker Free Video 2-A500	197.90

FLOPPY DRIVES

Item	Price
Zydec 3.5 external drive, daisychain + on/off	51.50
Cumana CAX 354 3.5 external drive, beige	56.50
PC 880B with anti click + Blitz back up and virus protector	64.99
PC 880B as above, Cyclone compatible	69.99
Dual drive as PC 880B	124.99
Replacement A500 drive	39.99
High density 1.76MB ext. drive for any Amiga (WB 2)	149.99
A2015 high density int 1.76MB 3.5" drive for 1500/2000	78.95
A3015 high density int 1.76MB 3.5" drive for 3000	78.95

1500/2000/3000/4000 HARD DRIVES/ACCELERATORS

Item	Price	Item	Price
GVP HC8/II 40MB	278.99	G Force 030 40MHZ 4MB	684.99
GVP HC8/II 80MB	314.99	G Force 030 50MHZ 4MB	984.99
GVP HC8/II 120MB	358.99	G Force 040 33MHZ 4MB	1284.99
GVP HC8/II 213MB	566.99	Prog Mercury 040 28MHZ (3000)	1349.99
Extra 2MB for above	POA	SCSI II controller for 4000	229.99
G Force 030		Syquest removable HD 88MB	658.99
25MHZ 1MB	384.99	Syquest for A4000	POA

A500/600/1200 HARD DRIVES/ACCELERATORS

Item	Price
A530 1MB 40MB	479.00
A530 1MB 80MB	579.00
A530 1MB 120MB	679.99
A530 1MB 213MB	749.99
A530 68882	218.99
GVP HD8 42MB	224.99
GVP HD8 80MB	324.99
SOME HD8 REFURBS AVAILABLE	
GVP HD8 120MB	458.99
A590 20MB	199.99
A570 for 2.04 1MB 500	139.99
GVP 85 MB HD 600/1200	274.99
GVP 1230 030 accel for 1200	284.90
GVP1230/40MHZ/4MB 68882 Co-Pro for 1200	479.99
M1230 XA 40MHz	289.99
M1230XA 40MHz 4MB	389.99
M1230 XA 50MHz 4MB	489.99
Microbotics VXL30 25MHz	219.99
VXL 30 40MHz	339.99
2MB Burst RAM for above	179.99

A600/1200 HD UPGRADES

	SELF FITTING* (on-site invalidated)	CBM APPROVED FITTING** (with on-site)
20MB	119	-
40MB	149	-
60MB	179	214
80/85MB	215	275
120/127MB	319	399
209MB	-	549
INTERNAL CLOCK		POA

*ADD £14.99 for Hobbyte fitting
**Including FREE courier collection & delivery

AMIGA 24 BIT HARDWARE/SOFTWARE

Item	Price
A Video 24 with TV Paint for 500	588.90
DCTV	376.99
GVP IV + VIU-S	965.99
GVP IV + VIU-CT	1255.99
Harlequin 4000 24 bit card	POA
Image Master	105.99
OPAL VISION 24 bit board v2+ Opal Paint, Opal Presents, Opal Hotkey, Opal AminMATE	589.99
AS ABOVE, ALSO WITH IMAGINE SOFTWARE (Note- this version will only work with Opalvision)	£649.99

OPAL INFO OPAL INFO OPAL INFO OPAL INFO
IF YOU HAVE PURCHASED OPALVISION, YOU MAY HAVE RECEIVED VOUCHERS AGAINST THE FOLLOWING NEW PRODUCTS., WHICH WILL BE ACCEPTED BY HOBBYTE IN PART PAYMENT

Item	Price
Video Processor for Opal Vision WITH VOUCHERS	647.99
Video Suite for Opal Vision WITH VOUCHERS	647.99
Scan Rate Converter for OpalVision WITH VOUCHERS	647.99
Retina 24 Bit graphics card + 1MB +VD Paint	847.99
Retina 24 bit graphics card + 1MB + VD Paint	339.00
Retina 24 bit graphics card + 4MB + VD Paint	489.00
V lab 24 bit real time digitiser 1200/600/500 external	334.99
V lab 24 bit real time digitiser 1500/3000/4000 internal	289.99
V Lab 4000/3000 internal SVHS	334.99

FOR SPECIALIST ADVICE PHONE JP ON 0727 856005

EMULATION

Item	Price	Item	Price
G Gate 386sx 25MHz	386.99	386 Bridgeboard	199.99
GVP 286 for GVPII +530	146.99	486 Bridgeboard	299.99
GVP 40/4 for 1500	945.99	Emplant	245.90
AT Once	214.99	Emplant Deluxe	339.90

ACCESSORIES

Item	Price	Item	Price
A500/600/1200 printer centre	28.99	A520 Modulator	29.99
A500/1200 control centre	34.90	Alien/Batman/T2 Joystick	10.99
A600 control centre	27.90	Bug Joystick	11.99
Brickette CDTV Joystick adapt.	39.99	CDTV Keyboard	54.99

SCANNERS & DIGITISERS

Item	Price
Epson GT 6500, 600dpi 24 bit A4 inc. Scan s/w	779.00
Epson GT 8000, 800dpi 24 bit A4 inc. Scan s/w	1129.00
Power Hand Scanner, 400 dpi, 64 Greyscale, Powerscan software	88.99
Power Hand Scanner as above, V3 for 1200/4000	104.99
OCR software for Power Scanner	48.50
Power Colour Hand Scanner	219.49
Sharp JX 100 A6 Scanner + scanlab s/w up to 18 bit	469.99
Summa Sketch II A4 Tablet Digitiser/A3 Tablet Digitiser	319.99/529.99

DISCS

Item	Price	Item	Price
10 Blank DS/DD discs in box	4.99	50 Blank DS/DD discs	17.99
10 Blank DS/HD discs	6.99	50 Blank DS/HD discs	27.99

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The test image in all its 256 colour glory. This image was chosen since it is a difficult one to print, with plenty of flesh tones to really test the software.

GET THE RIGHT IMAGE

Richard Baguley looks at three printer driver programs that will improve the quality of your printouts, period!

MODERN PRINTERS ARE capable of producing excellent results, but although you may have a stunning image, by the time it's reached the page, the results can be disappointing. The weak link in the chain is often the printer driver. This takes the IFF image and converts it into a format which the printer can deal with. Most printer drivers supplied with Workbench do a pretty good job, but to get the best results, you need much more control over the final result than the Workbench drivers provide.

This is where the three programs reviewed here come in. All work by adding to, or replacing, the preferences driver used in Workbench, and processing the image in a better way. *Turbo Print Professional* replaces the preferences program, while *Print Studio* and *TruePrint/24* work with the preferences driver to improve the print quality. All allow you much more control over dither pattern, aspect ratio, colour conversion and resolution. Configuring these correctly gives you printouts which really use the power of your printer.

To test the three programs we have used three different printers – a Hewlett Packard 500C colour, a Panasonic KX-P4410 laser and a Canon BJ230 desktop inkjet. For printers without drivers designed especially for those models, the manufacturer's recommended emulation has been used. The image being used to test the software is a 256-colour IFF image.

TURBOPRINT PROFESSIONAL V2



Turbo Print Professional has five screens for configuring it to your printer. It's all mouse controlled, and can survive even after rebooting your machine.

GERMAN PROGRAMMERS IRSEESOFT have been producing printer enhancement programs for several years, including the excellent *Turbo Print 2* on this month's Coverdisk. The latest thing to come out of this resourceful software house is *Turbo Print Professional 2*, an upgrade to, surprise, surprise, *Turbo Print Professional.*

This program works by replacing the preferences driver with a memory resident program which handles the printer output. To programs such as *DPaint* and *Professional Page*, this appears just like the normal preferences driver, and can be treated as such by users and programmers alike. However, it's much more flexible than the preferences driver, with five screens of configuration options. Once you've configured the software, the program stays in memory and pretends to be the preferences printer program. It even survives intact if you reboot the machine (as long as you don't turn it off).

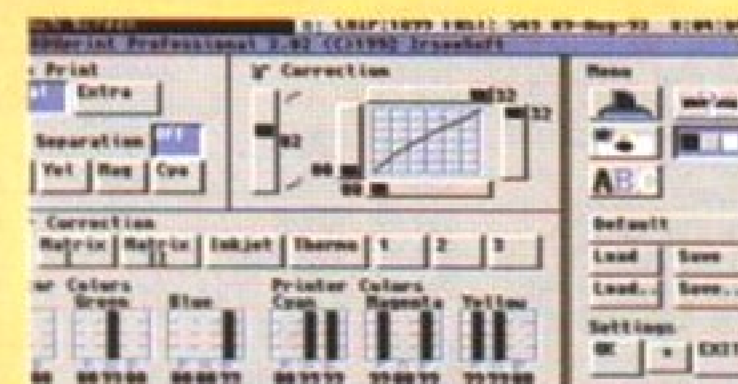
Over 60 drivers are supplied with the program, but this should cover several hundred makes of printer, as most can pretend to be other models (called emulation). Fourteen types of dither are included with the program, including two versions of the Floyd Steinberg type, and an option to rotate the dither pattern. Also included is the option to expand your printouts to cover several sheets, so you can produce poster-sized prints of your IFFs.

One of the strongest areas of *Turbo Print Professional 2* is its colour correction. This is used to translate the colours that appear on to the screen into the ones that appear on the page. Seven presets are supplied for various types of printer, and these provide a good basis for experimenting to get the correct colours out of your printer.

Turbo Print Professional 2 is an excellent all round program for improving your printing. It makes printing significantly faster, and as the examples on these pages prove, it improves the output quality greatly. The manual is well written.

COVERDISK OFFER

One of this month's Coverdisks includes the excellent *Turbo Print version 2*, and we are offering an exclusive chance for *Amiga Format* readers to upgrade to *Turbo Print Professional 2* reviewed on this page for only £26.95. See page 147.



One of *Turbo Print's* most powerful features is it's very powerful and easy to use colour correction.

IMPROVING YOUR LASER PRINTER OUTPUT



A printout from a Panasonic KX-P4410 laser printer using the HP Laserjet II driver from Workbench. It's extremely dark, and there are only 16 shades of grey, as the drivers supplied with Workbench can only send 4-bits per pixel for black-and-white images, which gives a maximum of 16 shades.



Installing and running *Turbo Print Professional version 2* gives much brighter images, with more shades of grey and much better dithering.



Studio contains 15 dither patterns, and this is one of the halftone ones. If you're going to be copying your printouts on a photocopier, using a dither like this will give much better results.

TURBOPRINT PROFESSIONAL VERSION 2

DESCRIPTION
Printer enhancement program

PROGRAMMER
Irseesoft

DISTRIBUTOR
Meridian software, 081-543 3500

PRICE
£49.95

RELEASE
Available now

SPEED ●●●●
Increases printout speed, especially if image has lots of white space.

MANUALS ●●●●
Well written, with plenty of background information and illustrations.

ACCESSIBILTY ●●●●
Once installed, sits quietly in memory, and even survives a warm reboot.

FEATURES ●●●●
Plenty of control over the multi-farious aspects of printing.

VALUE ●●●●
Over 60 drivers in the package, which covers hundreds of printers.

87%

TRUEPRINT/24

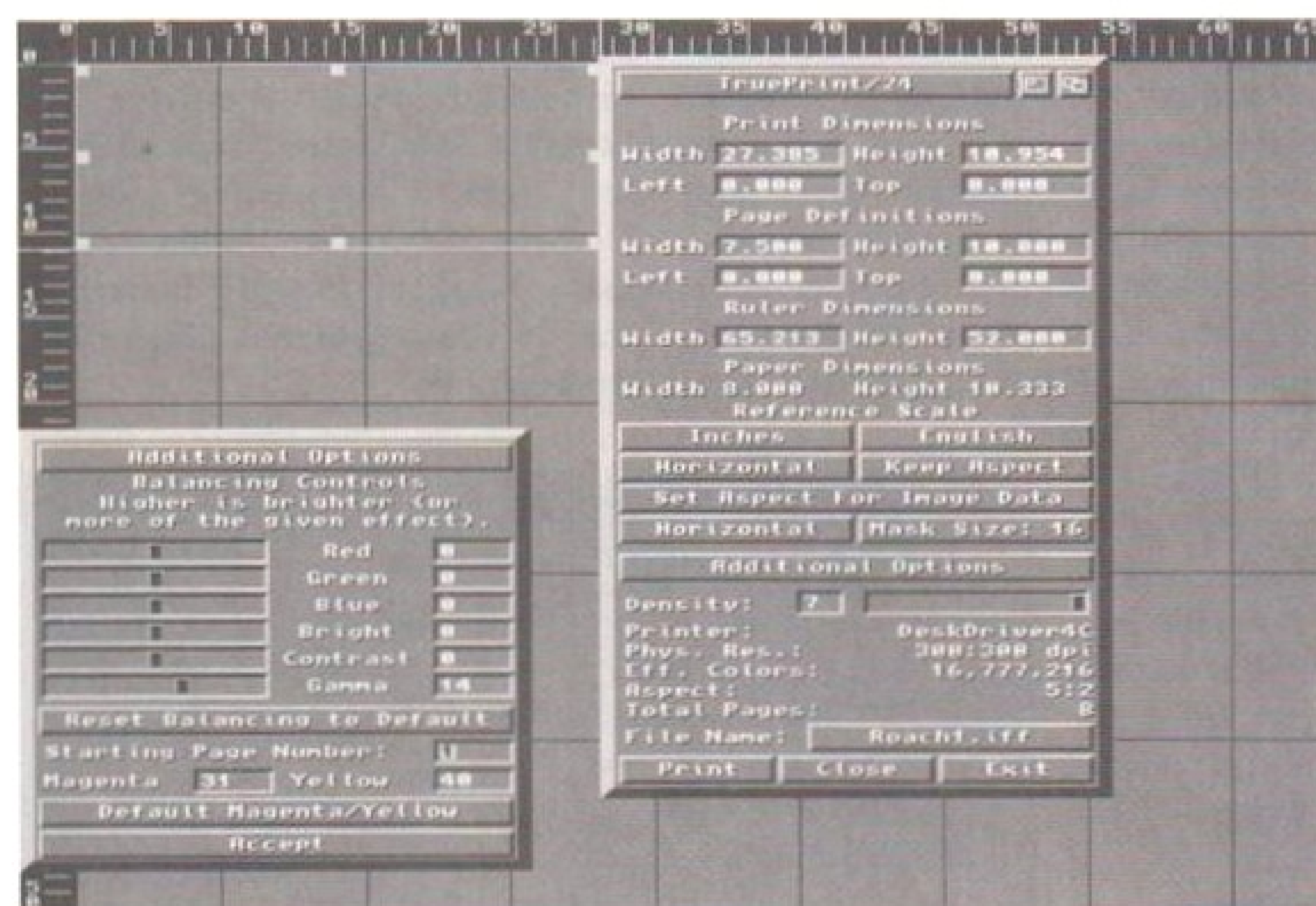
USERS OF ASDG'S excellent *Art Department Professional* program will have come across a saver called PrefPrinter, which allows you to print out files from *AdPro*'s buffer. *TruePrint/24* is a standalone version of this. The Workbench driver is normally limited to 12-bits per pixel (that is 4096 colours) with colour images, and 4-bits (16 shades) when printing in black and white.

TruePrint/24 uses up to 24-bits to give you the full 16 million colours which can be distinguished with the naked eye, and up to 8-bits for monochrome images, giving up to 256 shades of grey. However, it will only work with printer drivers which support printing the page in strips, so users of PostScript printers and Calcomp or Textronix printers might not be able to use the program.

TruePrint/24 won't improve the quality of printout from programs such as *DPaint* or *Pro Page*. It's specifically designed to allow you to print out IFF images with up to 16 million colours at a much better quality than can be achieved with the preferences driver. It doesn't replace the preferences driver, but works with it.

As well as printing out images, you can also create poster prints, where the IFF is enlarged and spread on to several sheets, or print out images using ASCII characters instead of a dither pattern.

The interface is somewhat similar to the visual operators (such as Crop_visual) in *AdPro*, presenting you with a screen representing the printed page and a box with the various control buttons. You can increase or decrease the size of the printout by dragging the box on the page, so dragging the box to cover several pages will give you a printout split across several pages.



TruePrint/24 gives you mouse-driven control over printing out files ranging from two to 16 million colours.

TRUEPRINT/24

DESCRIPTION
Printer enhancement program

PROGRAMMER
ASDG, 0101-608 273 6585

DISTRIBUTOR
Meridian software, 081-543 3500

PRICE
£69.95

RELEASE
Available now

SPEED ●●●●
About the same speed increase as the other packages.

MANUAL ●●●●
ASDG's usual high standards, with plenty of tutorials and information.

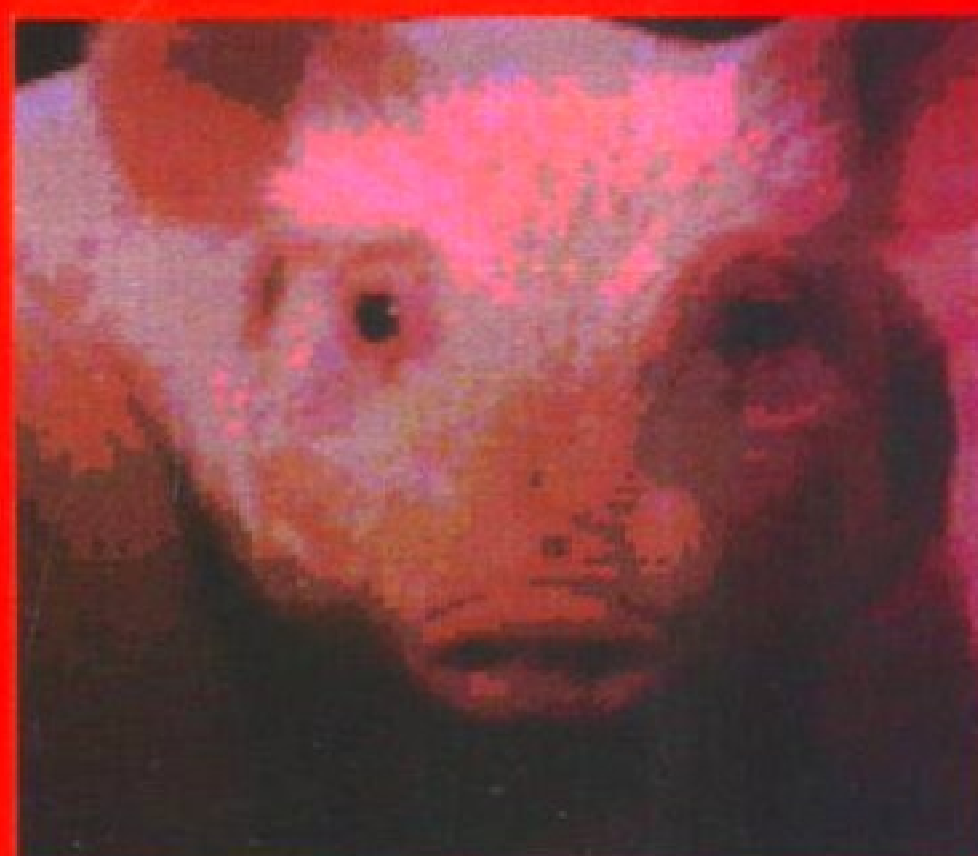
ACCESSIBILTY ●●●●
Completely mouse-driven and reasonably easy to get the hang of.

FEATURES ●●●
Plenty of control over the dithering and colour correction when printing.

VALUE ●●●
Costlier than the other programs, and not as useful for most users.

75%

IMPROVING YOUR COLOUR PRINTING



A sample print from a Hewlett Packard Deskjet 500, using the HP deskjet driver included with Workbench 3. This driver is only capable of handling 12-bits per pixel (giving 4,096 shades), and the dithering routines are not particularly effective.



Contrast the last printout with this excellent one printed with *Studio*. Good dithering, a wide contrast range and some nice piggey eyes all combine to produce an excellent image.



Turbo Print Professional 2 includes two Floyd-Steinberg dithers. This is the second, which is rather more pronounced than the first, although it's still pretty good quality.

STUDIO

WOLF FAUST IS a programmer who has earned the undying gratitude of many an Amiga user by writing a series of printer drivers for printers not supported by Workbench. Eventually, he decided to pull all these new drivers together, and add a new program which will improve the quality of output on other printers. The result was *Studio.*

Studio is based around three new printer drivers for use with dot matrix, Hewlett Packard DeskJets (including the HP550C), and laser printers (including the new Laserjet 4). Through the emulations offered by most printers, the author claims that *Studio* will support for over four hundred printers.

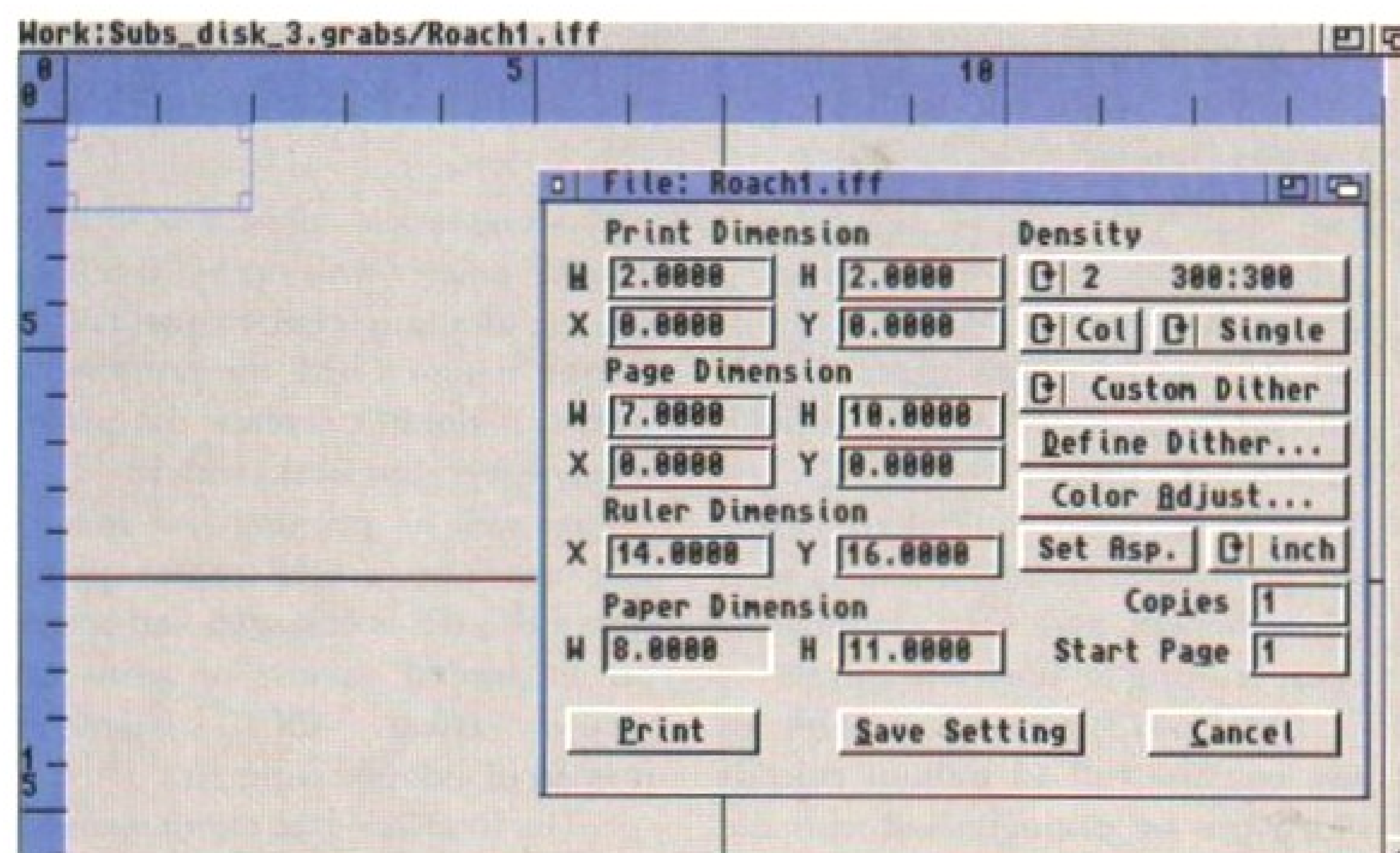
When you install the program, the required driver is added to the list of drivers installed on your Workbench disk, and a separate program is included to fine tune the output. This includes 15 dithering patterns, several of which are unique to the program (such as blue noise and Jarvis, Judice and Ninke dither). From here, you can also control the page size, the colour adjustments and whether the printer is connected to an ArXon parallel port switcher, which allows you to switch between three different devices through software control.

When installed, the new drivers worked flawlessly with every program I tried, including *Deluxe Paint AGA 4.6, Professional Page 4* and *ImageFX.* Printing was significantly faster, especially with images that included large amounts of white space.

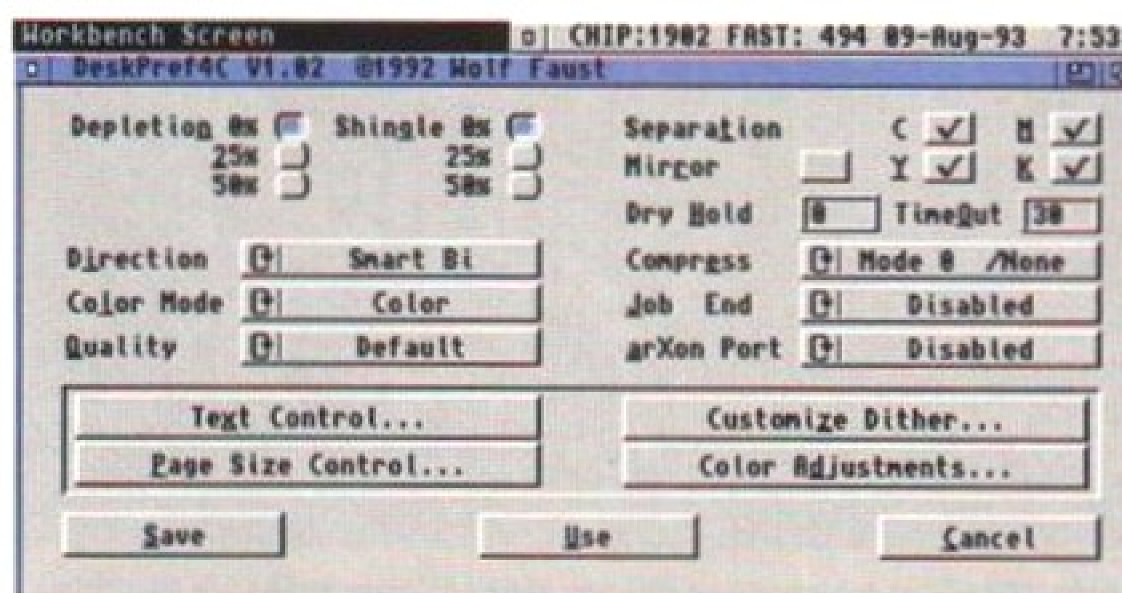
You can also set the optimisation used by the program, which speeds output by skipping over white areas of the print. This varies from printer to printer, so several test prints are necessary to work out the best amount of optimisation, since too much can actually slow down printing on some models of printer. Also included is a program designed for printing out IFF files at various sizes and over several sheets of paper, in a similar way to *TruePrint/24.*

As you can see from the printouts, *Studio* can make a real difference to the quality of your printouts. It's particularly strong when dealing with colour printers, as the results in the box headed 'Improve your colour printouts' show.

However, it does require a lot of tweaking and test printing to get the best results. *Studio* supports a wide range of printers, and is the only printer enhancement program to include a driver for use with the DTP program *PageStream,* which doesn't use the preferences driver. Unfortunately, the rather dense manual makes getting the best out of this excellent program difficult for the beginner.



The *Studio* print program gives you plenty of control over the multi-farious aspects of printing out your IFF files.



The programs for controlling the new print drivers allow you to alter nearly every aspect of your final output.

THANKS

Thanks to Indi Direct (0543 419999) for the loan of the KX-P4410 laser printer, and to Phoenix Computer World (0532 350091) for the loan of the Canon BJ-230 inkjet printer.

STUDIO

DESCRIPTION
Printer enhancement program

PROGRAMMER
Wolf Faust

DISTRIBUTOR
Jam, 0895 274449

PRICE
£49.95

RELEASE
Available now

SPEED ●●●●
Speeds up print outs, and has variable optimisation for your printer.

MANUAL ●●●
Lots of technical info in a small space. No tutorials or walkthroughs.

ACCESSIBILTY ●●●●
Uses Commodore's install utility, but needs a fair amount of tweaking.

FEATURES ●●●●
Plenty of control over the printing to achieve the best results.

VALUE ●●●●
A good all round package for improving your printouts

85%

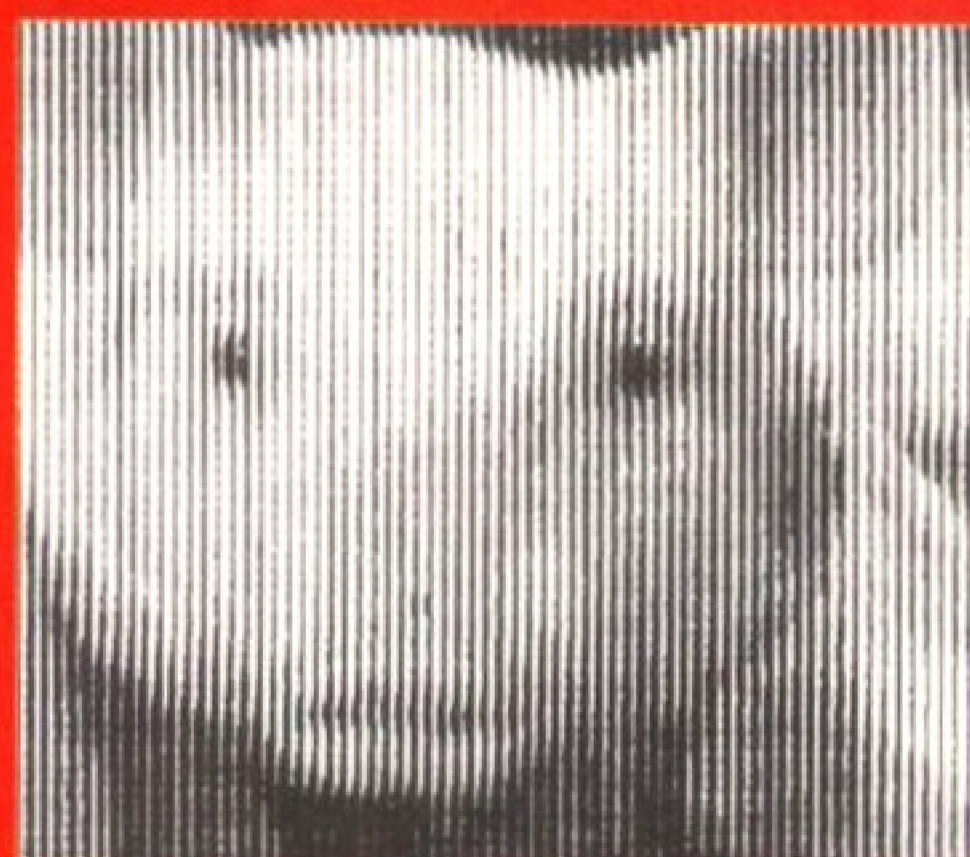
IMPROVING YOUR PRINTOUTS ON AN INKJET PRINTER



A printout from a Canon BJ-230 using the BJ-10 printer driver included with Workbench. Once again, the image is dark, and lacking any real contrast range, due to the limitation of 16 shades.



***Turbo Print Professional 2* can print out with 256 shades of grey, as this excellent print out shows. To achieve this result, increase the brightness slightly. With any of the programs a bit of experimentation is necessary for the best results.**



***TruePrint/24* includes several unusual dither patterns, including this vertical dither. Once again, it could be useful if you're reproducing your images on a low quality device such as a photocopier.**

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Alongside it is Commodore's unique custom AGA (Advanced Graphics Architecture) chipset - comprising three chips nicknamed Paula, Lisa and Alice.
Together they make Amiga CD32 and awesome powerhouse of high speed graphics and stunning sound capabilities.
In fact, the machine can display 256,000 colours on screen (compared to Sega's Mega CD which can only display 64) and has a total colour palette of 16.8 million colours.
Amiga CD32 also comes with a chunky 2 Meg of RAM (that's15 times more than Mega CD) and a double speed drive.

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* Headphone volume control
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* Multiple session disc capability

Hi ,
Two guesses as to what I'm going to review this month. You'll probably get it in one.... **The new Amiga CD32**
July 16th at the Science Museum in London, Commodore Launched **'CD32** to a very excited audience; and what a launch it was! We all expected to see a very special Amiga but no one (except Commodore) could imagine just how special!
In fact, only in June of this year did Sega themselves quote "we could bring a 32 - bit console out tomorrow...but the problem is the price and I don't think that problem will be solved this year or next year" Well Commodore have definately knocked that theory on the head with a retail price of **£299.99.**
I won't go on about all the other breakthroughs this console has made as I know the magazines are full of reviews giving all that teckie stuff etc. but I really must say something about the staggering amount of software that's due for release. Somewhere between 50 and 100 titles will be available by Christmas and more importantly all the great software houses are now developing products, including Psygnosis, Ocean, Gremlin and many many more.
As if all this wasn't enough there's still more to come from this incredible box of tricks...**Full Motion Video**. By the inclusion of a neat little gadget called an **Mpeg Module** you'll soon be able to watch films on CD and that really does mean some really special products are just around the corner. I can't wait to see and hear all my favourite bands on CD and the Amiga CD is just waiting to play them.
Anyway I'm sure you're just as convinced as I am that this product from Commodore really is just a bit special and certainly changes the future for things to come the likes we have never seen before. Why don't you drop me a line and tell me what you think, in fact how about some suggestions as to what you'd like to do with the new Amiga and I'll get Indi to give one away for the best letter.
See you next month.
Cheers

Jakki Brambles

INDI MULTI MEDIA CLUB

A true 'One Stop Shop' for all members. On offer each month with an ever increasing product range , members can obtain software to cover every application including **Morphing, Rendering, Raytracing, Video** and a PD Library second to none. The Club also offers a very comprehensive range of videos including the **Cult Manga Titles, Music, Features and Special Interest**. There really is something to suit every ones taste. Membership costs only £10 and each member receives a quality gift on joining, even though there is absolutely no commitment to buy at any time. If you would like to be a part of this exciting club then call **Indi on 0543 419 999**

DMA ENSURES HIGHEST PRACTICE

As with most industries, the UK's personal computer industry has its share of cowboys operating in the mail order sector and at the receiving end a line up of despairing consumers who have suffered at their hands.
A personal computer is a sophisticated and expensive item and provided the purchaser is dealing with a reputable and accredited supplier, buying a computer by mail order can be a perfectly safe and cost effective exercise. The Direct Marketing Association (DMA) was set up in April 92 to set and maintain high standards for the sake of the industry and society at large, and to ensure that we can continue to regulate our own activities on the basis of
proper professional responsibility.
Membership of the DMA is not conferred lightly - it is a privilege which entails responsibilities, to the consumer as well as to the industry. The foundation for this must be good practice. DMA members are required to abide by the highest standards as laid down in the DMA's code, enforced on members by The Authority of the DMA a separate body with an independent Chairman, and which is an assurance of vigorous self - regulation and professional responsibility.
DMA members also agree, as a condition of membership, to abide by The British Code of Advertising Practice and The British Code of Sales Promotion Practice: to apply the Mailing Preference Service file when appropriate: and to subscribe to the Advertising Standards Board of Finance (ASBOF) and to the Mailing Standards Levy as applicable.
The DMA symbol can only be used by members. Printed on stationary, advertising and other promotional material it demonstrates that these companies conform to the Association's high standards and are subject to the DMA's Code of Practice, thus enhancing the companies credibility with customers, suppliers and of greatest importance, the
consumer.
Since the symbol was introduced last June, it has become synonymous with quality , professionalism and and responsibility. While it cannot be shown in any way which will become a sign of best industry practice and of strict adherence to DMA codes of conduct. The symbol represents authority for members and reassurance for consumers. It has been a high valued mark of confidence signifying to the consumer the truly professional edge of the industry.

Alison Slann



Alison Slan
(Director of Public Relations,DMA)

WANT THE BEST IN PROFESSIONAL AMIGA. WHY NOT TAKE ADVANTAGE OF THE CREDIT DEALS AVAILABLE (SUBJECT TO STATUS). CREDIT AVAILABLE ON 6,12, 18, 24, 36 MONTHS. WHY NOT RING NOW FOR A QUOTE. SAME DAY RESPONSE.

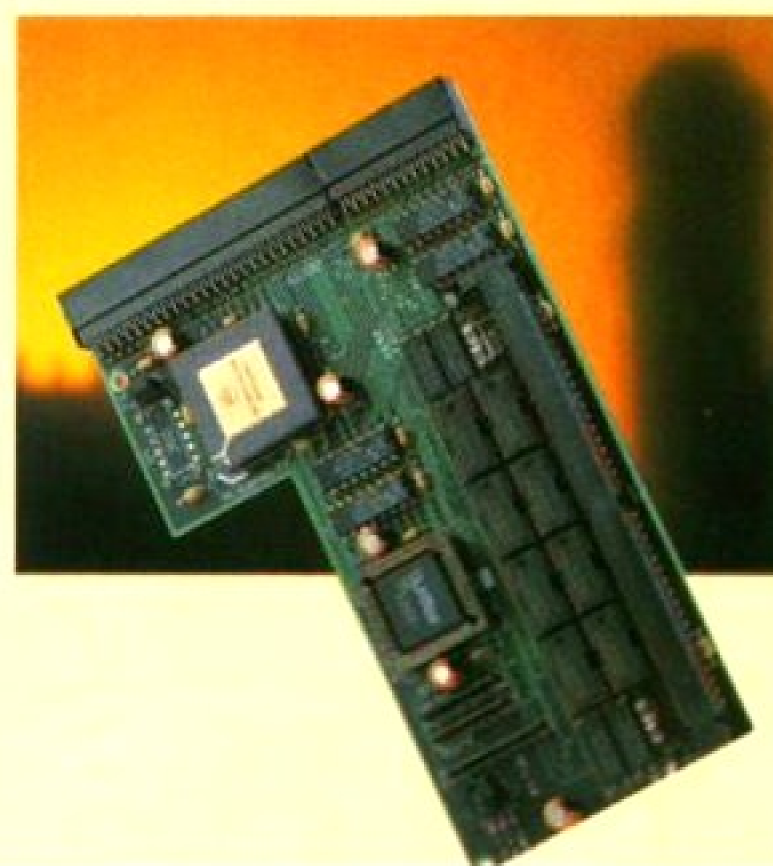


AMIGA RECOMMENDED PERIPHERALS & ACCESSORIES

NEW FROM MICROBOTICS!!!. M1230XA ACCELERATOR LAUNCH!!

Microbotics beats the competition in price/ performance/ features and configurations. INDI is very pleased to announce the availability of the new 68030 accelerator product for the A1200: the microbotics M1230 XA (call it the "XA" for short). 50 Mhz as standard! Huge 128 MB memory design is standard (the biggest memory space in any A1200 peripheral) just look at these specifications and prices!

M1230 XA W/40 MHZ EC 030 OMB **INDI PRICE £177.17**
M1230 XA W/40 MHZ EC 030 4MB **INDI PRICE £285.17**
M1230 XA W/40 MHZ EC 030 8MB **INDI PRICE £639.99**
M1230 XA W/50 MHZ MMU 030 0MB **INDI PRICE £399.99**
M1230 XA W/50 MHZ MMU 030 4MB **INDI PRICE £499.99**
M1230 XA W/50 MHZ MMU 030 8MB **INDI PRICE £711.99**

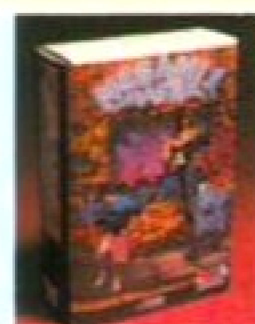


MBX1200.

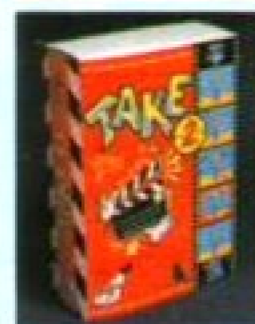
The original and best floating point unit and memory upgrade for the Amiga A1200. Available with 0,4 or 8 MB of 32 bit Fast RAM and a choice of floating point units.Now complete with real time clock (RTC)

IMBX1200Z 6881 14 MHZ 0MB **INDI PRICE £ 91.32**
MBX1200Z 6881 14 MHZ 4MB **INDI PRICE £199.00**
MBX1200Z 6881 14 MHZ 8MB **INDI PRICE £519.99**
MBX1200Z 6882 25 MHZ 0MB **INDI PRICE £132.61**
MBX1200Z 6882 25 MHZ 4MB **INDI PRICE £240 61**
MBX1200Z 6882 25 MHZ 8MB **INDI PRICE £579.99**
MBX1200Z 6882 50 MHZ 0 MB **INDI PRICE £200.14**
MBX1200Z 6882 50 MHZ 4MB **INDI PRICE £308.14**
MBX1200Z 6882 50 MHZ 8MB **INDI PRICE £669.99**
68882 FPU UPGRADE **INDI PRICE £669.99**

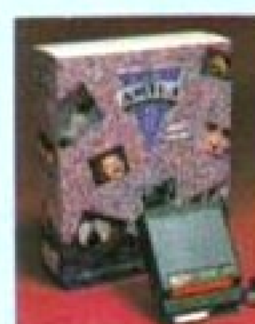
AUDIO VISUAL



MEGAMIX. Low cost, hi spec digital effects cartridge plugs into the printer port of the Amiga. Allows stereo sampling from almost any musical source.
INDI PRICE £29.99



TAKE 2. Animation package is a must foe computer artists and enthusiasts of all ages. As used in Rolf Harris Cartoon Club.
INDI PRICE £37.99



VIDI AMIGA 12. The ultimate low cost colour digitiser for the Amiga. "The best value full colour digitiser on the market" AMIGA FORMAT.
INDI PRICE £75.99

ROMBO VIDI AMIGA 24(RT). For the more serious user, this 24 - bit version will again capture from from any video source with true photo realistic images! A staggering 16.7 million colours can be utilised with incredible results. Full AGA chipset support.
INDI PRICE £239.99



ROCTEC ROCGEN
Entry level Genlock for all Amigas. Record stunning Amiga Graphics into standard video or overlay text and graphics onto a video signal.
INDI PRICE £69.99

ROCTEC ROCGEN PLUS. As above but with extra features such as tinting and signal inversion. Allows for real time editing of graphics. Compatible with all Amigas.
INDI PRICE £133.99

ROCTEC ROCKEY. The ultimate accessory for Amiga / Video fans. Separate RGB controls to chroma key on any colour.
INDI PRICE£249.99

ROMBO VIDI AMIGA 12 (RT). Based on the best selling Vidi Amiga 12. This all new version offers real time colour capture from any video source. Full AGA chipset support as standard for all A1200 / 4000 users.
INDI PRICE £139.99

MEMORY UPGRADES AND ACCESSORIES

M501 The original 0.5MB battery backed upgrade for the A500.
INDI PRICE £29.99

M502 The original H1 MB battery backed upgrade for the A500.
INDI PRICE £49.99

8 Up memory board. Designed for the A1500/ A2000. Memory upgradeable to 2/ 4 or 8MB
INDI PRICE £69.99

Hard frame suitable for A1500/ A2000. Allows for the interface of a SCSI hard drive.
INDI PRICE £110.99

AMIGA PERIPHERALS



2MB SMARTCARD. The original and still the only fully PCMCIA compatible memory card for A600/ A1200.Comes with lifetime guarantee. Beware of cheap imitations.
INDI PRICE £129.99
4MB SMARTCARD. Same as above but maximum 4MB.
INDI PRICE £199.99

ZAPPO 601
Trapdoor upgrade for the A600, 1Mb with RTC **INDI PRICE £49.99**
ZAPPO 601 INC As above only 512K, no clock **INDI PRICE £29.99**



DISK DRIVES



ZAPPO EXTERNAL FLOPPY
You've seen all the reviews on this popular and affordable second Amiga drive. Compatible with all Amigas.
INDI PRICE £59.99

Quality: 9 out of10. Exceptional value for money. AMIGA COMPUTING JAN 93



1084ST MONITOR.

Commodores original and best selling colour stereo monitor.
Now includes swivel and tilt stand for total ease of use.
INDI PRICE £189.99
(£179.99 if purchased with A600 / A1200 / A1500)

OPAL VISION VIDEO PROCESSOR

Plug this card into the Opalvision mainboard and add a wealth of additional features and functionality. Included is the long awaited "Roaster Chip" for an unlimited number of digital video effects.

Features include:-
* 24 - bit real - time frame grabbing from composite or S - Video
* Professional quality genlocking
* High quality digital video effects
* "Roaster Chip" for effects of unequalled quality
* 24 - bit Picture - in Picture and Video Sandwich Keying

INDI PRICE £899.99

THE OPAL VISION VIDEO SUITE

A power packed video and audio mixing, switching and transcoding device. This 19 inch rack mount unit is so advanced that it actually has its own internal computer. With a total of 9 video and 10 audio inputs available the flexibility of this professional tool is incredible

Features include:-
* 4 X compoite inputs
* 4 x 5 video inputs (SVHS, Hi - 8 of Y/C)
* 2 x RGB inputs
* 1 x Master sync input
* 1 x Composite main output
* 1 x S - Video main output1 x RGB mains output
* 1 x composite preview
* 10 x mono audio inputs (or 5 stereo pairs)
* Stereo output with 5 band equalizer

INDI PRICE £899.99

OPAL VISION SCAN - RATE CONVERTER

Add this card to the Opalvision Main board and acieve 31 KHz non interlaced output of Amiga graphics. On board memory also servesas a separate frame - store for dual frame bufferapplications
Features include:-
Converts interlaced PAL and NTSC to 31KHz non interlaced flicker - free display
No external power supply needed
Works with any multi - sync / multi scan monitor
Incudes full, infinate window Time base correction
Operates in RGB for superior quality

INDI PRICE £899.99

OPAL VISION



NEW FOR SEPTEMBER RELEASE!

The already acclaimed Opalvision Board takes three further leaps into the future with the official launch of the Opalvision modules. With truly awesome capabilities the Amiga can now become the most professional 24 - bit video graphics power station ever!

The NEW OPAL VISION system(Rev.2)

The amazing Opalvision 24 - bit graphics board and software suite has been updated and is now even better value for money.

The software suite now includes:

Opal Paint V2.0 - Now includes full magic wand implementation and Alpha Channel that allows photo compositing with selectable levels on a pixel by pixel basis.The new Chrominance effect allows absolute, real time control of image contrast, brilliance and re - mapping of colours.

Opal AnimMATE V2.0 - ofering real time play back of animations created by ray tracers, landscape generators, morphers and all other 24 - Bit software.

Opal Hotkey V2.0 - Display OpalVision graphics anytime with key combinations.

Opal Presents - Comprehensive, icon - driven presentation package.

Special Limited off er
IMAGINE V2.0 for only **£59.99** when purchased with OPALVISION
Imagine 3D is the most popular 3D rendering software, that now supports OpalVision.This is a full version that would cost £300 if purchaed separately.

"Quite simply, it's a spectacular product" - Amiga Computing
"Undoubtedly the finest, most professional paint program to arrive on the Amiga" - Amiga Format
"Professonal quality at this Price can't be turned away" - Amiga User International
"The verdict was unanimous - brilliant" - Amiga Shopper

INDI PRICE £549.99





DEFERRED CREDIT ON ALL ORDERS OVER £200.
*PAY 10% NOW AND NOTHING MORE FOR 3 MONTHS

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INDI Direct Mail is original and very exciting. Before you buy mail order you must first be confident that you will receive the product you've ordered and that the supplier still be there in the future, should you need them.

A mail order purchase from INDI is a safe and secure decision, and here's why.
INDI is a wholly owned subsidiary of a public company now in it's tenth year of trading and specialising in the supply of computer products.

With a turnover approaching £30 million per annum, we have the resources and the purchasing power to offer you the best deals, deliver them next day nationwide and always be around when you need us.
The INDI sales team have been trained to

SALES AND SUPPORT

take your order with the utmost care and efficiency. All stock offered for sale is held in stock, centrally at our group ware house complex and is available for next day delivery, direct to your home or business. If at any time we are out of stock your money will not be banked until the product is available (a point worth checking should you be tempted to purchase elsewhere)

General information regarding product is available from our sales team, however technical support is always on hand should you need assistance.

All prices quoted are inclusive of VAT.
INDI are now able to offer competitive credit

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facilities on all orders over £200. All credit facilities are subject to status and applicants must be over the age of 18.
If you would like a quote simply call our our sales line where acceptance can normally be notified within the hour. We are also able to offer Credit Insurance to cover repayments in the event of sickness or unemployment.

AMOUNT* OF CREDIT	12 MONTHS		24 MONTHS		36 MONTHS	
	MONTHLY PYMNT'S	TOTAL PAYABLE	MONTHLY PYMNTS	TOTAL PAYABLE	MONTHLY PAYABLE	TOTAL PYMNTS
200	£22.00	£264.00	£12.00	£298.32	£9.31	£335.63
500	£54.99	£659.88	£31.06	£745.44	£23.27	£837.72
1000	£109.98	£1319.76	£62.13	£1491.12	£46.54	£1675.44

APR 29.9% WRITTEN QUOTATIONS AVAILABLE ON REQUEST
*After deposit paid

AFTER SALES AND SPECIALIST SERVICE

All products are guaranteed for 12 months. Some products carry a 12 months at home service and repair guarantee (where indicated). In the unlikely event that any product purchased from INDI arrives at your home faulty, we will collect from your home and replace the product completely free of charge.

As part of our policy of continual product development and refinement, we reserve the right to change specifications of products advertised. Please confirm current specifications at the time of ordering.

Prices are valid for month of publication only.

AMIGA A1200

ALL NEW 32 - BIT AMIGA



LOOK A1200 PRICE CRASH

COMIC RELIEF PACK

The event may be over but the fund raising still goes on. If you're looking for the latest in Amiga technology then this is the starter pack for you. Based around the outstanding A1200, this pack also gives you sleepwalker, a most addictive platform game from ocean software. You'll be pleased to know that every one of these packs purchased raises another £10 for Comic Relief.

A1200 STANDARD FEATURES.

* 68020 Processor. * PCMCIA Slot. * 2MB Chip RAM. * 3.5" Internal Drive * AA Chipset. * Built in TV modulator. * Alpha numeric keypad. *12 Months at home maintenance.

FREE Sleepwalker and £10 donation to Comic Relief

INDI PRICE

£289.99 or from **£11.04*** per month
*(Credit price based on 36 monthly payments APR 29.8%.
Total repayment £397.92 and 90 day deferred payments.

OFFICIAL A1200 HD SYSTEMS
The Amiga 1200 supplied by Indi Direct Mail now includes the official (legal) Commodore installation disk and hard drive utility manual. Indi are proud to be an official supplier of Amiga 1200 Hard Drive systems, that include the official software, documentation and on - site warranty.

A1200 80 MEG HD INDI PRICE £499.99
A1200 120 MEG HD INDI PRICE £529.99
INDI A1200 ADDED VALUE PACKS

STOP PRESS
ALL A1200 PRICES CRASHED INCLUDING ALL HARD DRIVE SYSTEMS

Pack Contains:
* International Games Challenge. * The Cool Croc.
* Paradroid 90. * Zapsac Rucksack and Zappo T - shirt.

INDI PRICE £19.99

80 Mb Hard Disk upgrades available on any A1200. Upgrade does not invalidate your Wang warranty on A1200 and Hard Disks. Phone for a quote.

AMIGA A4000



FREE INDI GRAPHICS PACK(SEE JAKKI BRAMBLES PAGE)

It's here - The new Amiga 4000/030

The NEW Amiga 4000/030 features a EC68030 processor running at an incredible 25Mhz, and upgradable at a later date to a faster processor. The 4000/030 has a powerful 2 Mb of 32 - bit RAM (1 Mb chip & 1 Mb fast) expandable to 18 Mb using industry standard 32 - bit Simms module. In line with the Amiga Flagship 4000/040 the 4000/030 features the new AGA graphics chipset, giving you a massive pallet of 16.8 million colours. A range of hard drive options are available from 80 - 240 Mb and includes a SCSI option.

4000/030 80 Mb HD INDI PRICE £929.99
Other Drive Options
4000/030 120 Mb HD INDI PRICE £999.99
4000/030 240 Mb HD(exclusive to INDI)
Phone for price.
4000/030 120 Mb SCSI HD (exclusive to INDI)
Phone for price

A full range of approved upgrades are available for the 4000/030, including additional memory modules, hard drives, PC bridge boards, FPU's (68881 &68882)and the 24 - bit Opal Vision graphics and video system

NEW MONITOR RANGE

THE NEW DUAL SYNC1942 Monitors have been specially designed for the New Amiga 1200 and 4000 computers. Both monitors feature built - in stereo speakers.

INDI PRICE
1940 Monitor £279.99
14 inch screen size - 0.39 mm dot matrix

INDI PRICE
1942 Monitor £379.99
14 inch screen size - 0.28 mm dot matrix



ZAPSAC AND T - SHIRT
INDI PRICE £17.99
(Free with A1200 Comic Relief Pack, INDI A600 Accessory Pack)



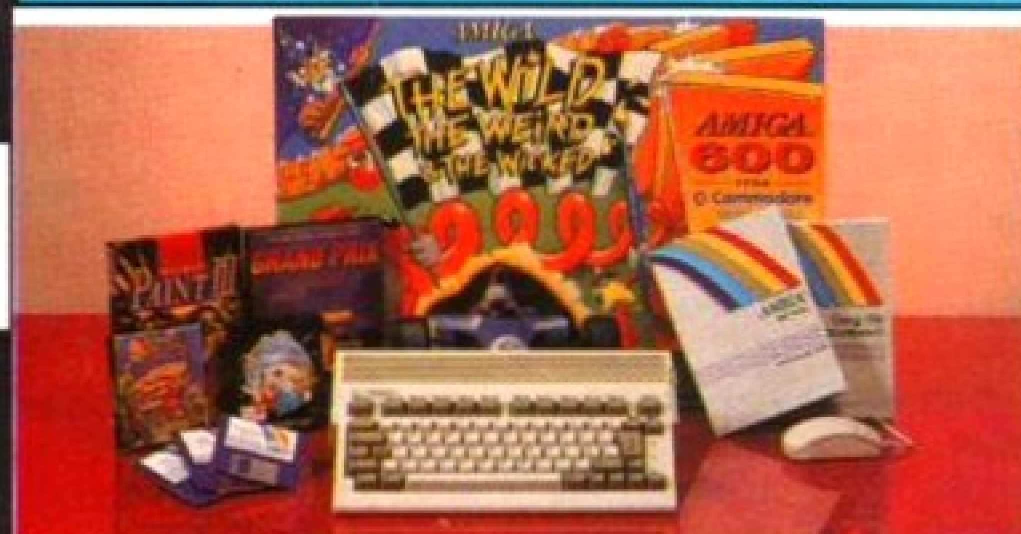
Parnet Adaptor for CDTV

Connect a CDTV player to any Amiga, and access the world of CD - ROM software. The Parnet interface and software will allow the Amiga CDTV to be used as a CD - ROM drive withe any Amiga and will give any Amiga owner access to the vast range of CDTV software currently available. The CDTV player offers excellent value for money when compared with a standard CD - ROM drive and interface. Most CD - ROM drives will set you back over £400 while CDTV will cost you less than £300 and will play audio CD's in addition to CD - ROM / CDTV disks your Amiga, interface cable and PD disk with driver software for your CDTV player. **(The Parnet adapter can be used to link any Amigas together)**

INDI PRICE £39.99

A4000/030 + CDTV + 1942 MONITOR + PARNET. INDI PRICE £1599.99
CDTV + PARNET. INDI PRICE £329.99

AMIGA A600 PRICE CRASH



THE WILD THE WEIRD AND THE WICKED A600 is an ideal starter pack containing a considered mix of software, making the most of the Amigas capabilities.

PACK CONTAINS:
* A600 Single Drive
* Built in TV Modulator
* 1 Mb Memory
* Pushover: Grandprix
* Silly Putty: Deluxe Paint III
* Mouse and Manuals

NEW LOW LOW PRICES
~~£289.99~~
£215.99

A600 - SD A single drive Amiga for those of you requiring a basic A600 at a very competitive price.
PACK INCLUDES: A600 single drive, built in TV modulator, 1 Mb memory. 12 Months at home service
INDI VALUE ADDED FREE * Kick Off 2 * Pipemania * Space Ace * Populous * Microswitched Joystick

INDI PRICE ~~£239.99~~ **£189.99**

A600 EPIC PACK (40 Mb HD) PACK INCLUDES:
A600 Hard Disks (40Mb) * 1 Mb Memory * Epic * Rome * Myth * Trivial Pursuit * Amiga Text * Deluxe Paint III * 12 Months at home service.
PLUS INDI ACCESSORIES PACK

INDI PRICE ~~£395.99~~ **£379.99**

INDI A600 ACCESSORY PACK
* Microswitched Joystick * Lockable Disk Box * Disk Wallet * 10 Blank Disks * Kick Off 2 * Pipemania * Space Ace * Populous * Zapsac A600 Carry Case * Zappo T - Shirt.

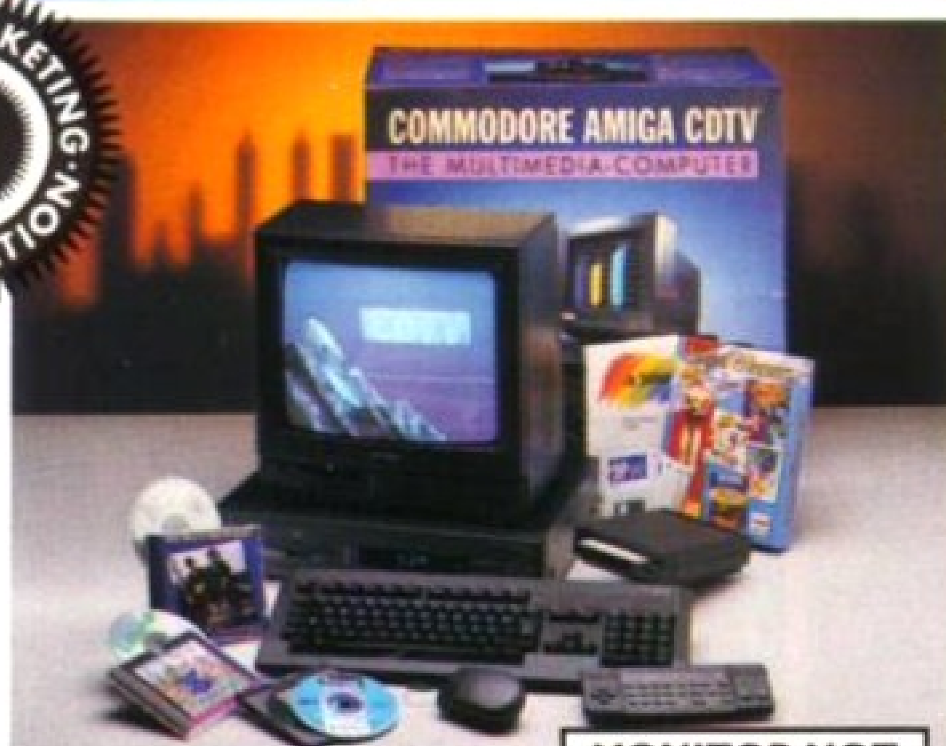
INDI PRICE £26.99

12 MONTHS INTEREST FREE CREDIT AVAILABLE ON CDTV EXTERNAL HARD DISK SUBJECT TO STATUS. LOW INTEREST CREDIT AVAILABLE ON ALL ORDERS OVER £200



AMIGA CDTV THE MULTIMEDIA COMPUTER TOTAL HOME ENTERTAINMENT SYSTEM







MONITOR NOT INCLUDED

The problem with any new product is that it always takes time for everyone to realise its full potential.
CDTV is no exception and in our opinion everything we have read does a pretty poor job of explaining just what CDTV can do and why it is so exciting.

THE INDI GUIDE TO CDTV

IT'S A CDTV PLAYER - Yes, it will play all your Primal Scream, Paverotti, Pink Floyd and any other CD you care to mention in superb high quality stereo, with infra red remote control.
IT' AN AMIGA - Plug in the keyboard, switch on the external disk drive and the colossal range of inexpensive Amiga Software can be used on CDTV.

IT'S A MULTIMEDIA SYSTEM - Just imagine, stereo sound, images and text all on screen. It asks a question, you respond, it responds - truly interactive! Each CD disk holds hundreds of megabytes of data with instant optical access. The whole of Hutchinsons encyclopeadia fits on to one disk. This interactive system is a unique aid for Education, Business or Leisure. The future is here!

PACK CONTENTS AS STANDARD * Amiga CDTV Player * CDTV Keyboard * CDTV 1411 3.5" Disk Drive * CDTV Infra Red Remote Controller * CDTV Wired Mouse * CDTV Welcome Disk * Manuals * Fred Fish CDTV Disk

INDI VALUE ADDED FREE * Lemmings CDTV (£34.99)
* Blues Brothers (£12.99) * Pipemania, Populous, Kickoff 2, Space Ace.

INDI PRICE

PRICE CRASH ~~£399.99~~

PACK AS SHOWN £329.99

MULTI MEDIA PACK WITHOUT INDI VALUE ADDED £299.99

CDTV CONNECTS DIRECTLY TO YOUR TV SET

AMIGA CDTV ACCESSORIES



THE BRICK - ETTE
Just plug in the brick - ette and use any wired Amiga compatible joystick, mouse of trackball device on the Commodore CDTCV. The built - in 8 - bit Micro Processor gives the Brick - ette big smarts in a tiny package and makes it easy to use just plug into the remote port and it is ready to go with real time mouse or joystick movement on your CDTV. No loading of driver programs or software. No switches for mouse or joystick. Special settings (with mouse) allow you to blast away with with three rapid fire modes & dual fire buttons. Comes complete with Python Micro switched joystick.
INDI EXCLUSIVE £49.99
With two joysticks **£59.99**



BLACK 1048S MONITOR
At last the CDTV Monitor you have been waiting for. The original and best selling colour/ stereo monitor from Commodore is now available in black to complement your CDTV
INDI PRICE £189.99
(or £179.99 when purchased with CDTV Multi Media pack



If you are thinking of buying CDTV or already own one you'll be pleased to know that INDI stock all CDTV accessories and software that are available from manufactures. We believe in CDTV and we therefore continue to support this exciting product. You will always have a source of product for your CDTV from INDI.

L to R

CDTV Encore SCSI Controller + Internal Mount	**£109.99**
CDTV Internal Genlock	£149.99
Black 1084S Colour Stereo Monitor	£189.99
(When purchased with CDTV Multi - Media Pack)	£179.99
CDTV Remote Mouse	£49.99
Scart TV / Monitor Lead (inc Stereo Phono Lead)	£14.99
Megachip - 1Mb Upgrade Chip RAM Upgrade for CDTV	£159.99
CDTV Trackball	£69.99

AMIGA CDTV EXTERNAL HARD DISK DRIVE

You've got the CDTV, you've got the keyboard and the floppy disk drive - for a total computer solution all that's needed is an ultra fast hard disk drive.
The CDTV - HD unit boasts a massive **85 Mb of hard disk** storage with lightning fast access times through its SCSI interface. The unit comes complete with Workbench 1.3 and all necessary cables.



INDI PRICE £299.99



AMIGA CDTV SOFTWARE

ARTS AND LEISURE

Advanced Military Systems	£29.99
Women in Motion	£29.99
Guinness Disc of Records	£34.99
Animals in Motion	£29.99
Connoisseur Fine Arts	£34.99
Fruits & Vegetables	£34.99
Trees & Shrubs	£34.99
Indoor Plants	£34.99

EDUCATION

Fun School - Under 5's	£24.99
A long Hard Day at the Ranch	£34.99
A Bun for Barney	£29.99
Cinderella	£39.99
Fun School for 6 to 7	£24.99
Fun School for Over 7's	£24.99
Heather Hits her First Home Run	£34.99
LTV - English as a 2nd Language	£34.99
Mind Run	£29.99
Mud Puddle	£34.99
My Paint	£29.99
Paper Bag Princess	£34.99
Scary Poems for Rotten Kids	£39.99
Tale of Benjamin Bunny	£39.99
Tale of Peter Rabbit	£39.99
Thomas 's Snowsuit	£34.99
Moving Gives me Stomach Ache	£34.99
Barney Bear Goes Camping	£29.99
Asterix English for French 1	£34.99
Japan World (PAL)	£49.99
Fractal Universe	£34.99
Read with Asterix	**£19.99**

ENTERTAINMENT

Battlechess	£39.99
Battle Storm	£29.99
All Dogs Go To Heaven:Electric Crayon	£34.99
Classic Board Games	£34.99
Dinosaurs for Hire	£14.99
Hounds of the Baskevilles	£29.99
Psycho Killer	£29.99
Sim City	£29.99
Trivial Pursuit (PAL)	£49.99
Wrath of the Demon	£29.99
Raffles	£34.99
Prehistorik	£34.99
Snoopy	£34.99
Town with No Name	£29.99
European Space Simulator	£34.99
Fantastic Voyage	£34.99
Global Chaos	£29.99
Turrican II	£29.99
Guy Spy	£29.99
Curse of Ra	£24.99
Space Wars	£29.99
Defender of the Crown	£29.99
Case of the Cautious Condor	£34.99
Super Games Pack	£24.99
Tiebrake Tennis	£19.99

MUSIC

Music Maker	£34.99
Remix	£29.99
Karaoke Fun Hits 1	£14.99
Voicemaster + Microphone	£39.99
Music Maker	**£26.24**
Blues Brothers (Audio CD only)	**£10.99**

REFERENCE

American Heritage Dictionary	£49.99
Complete Works of Shakespeare	£29.99
Illustrated Holy Bible	£29.99
New Basic Electronic Cookbook	£39.99
Timetable of Business	£39.99
Dr Wellman	£54.99

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SCREEN PLAY

In this issue...



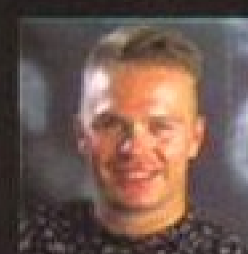
Get your kicks with...

SOCCER KID

We jink past the defence and give it a score on page 70

THE REVIEWERS

MARCUS DYSON



Proud to be from North-shire, The Ed won't go near a chip unless it's fried in beef dripping or has 32 bits. When asked to take five minutes from his schedule to comment, he told us "Leave me alone! I'm trying to play *Pinball Fantasies*!"

CLUR HODGSON



The sex kitten of the 8-bit C64 is still a bit brassed off to be 24 bits behind the pace, but she doesn't mind so long as we let her at our CD32. "I'm looking forward to seeing the latest *James Pond*," says Clur. "But I'm still playing the other ones..."

ANDY NUTTALL



Known to a far wider public from his work in the 'Arthur' cat-food ads, Nutts is a shy and retiring type with an enormous appetite for Roast Rabbit flavour. "I think the best thing for CD32 is going to be *Putty 2* – it looks fabulous," he reminisces...

RICHARD JONES



Footie-crazy Rich is joining *AF* full time and also having a baby, though you wouldn't guess to look at him. "I think the important ones are the games that come out at launch, so *Diggers* and *Pinball Fantasies* will be very important."

RICHARD BAGULEY



"It"s reet lush," says the young, suave, region-ally disadvantaged techie expert when asked about the CD32. "What I've seen of it looks pretty fab, but it really depends on the software and whether or not the Video CD standard takes off."

STEPHEN BRADLEY

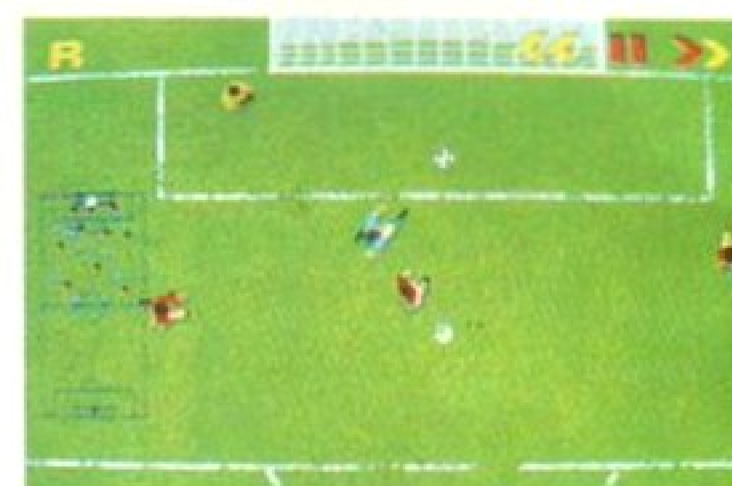


Brought in as part of Dyson's evil plot to infil-trate the south west of England with true-born northeners, The Lad Bradley is noted for his Billy Bremner imita-tion. "*Pinball Illusions* with the multi-ball fea-ture should be pretty fabulous on the CD32."

Welcome to the future of Amiga gaming as we know it (and we know it all). On these preview pages can be found all the information about new games that you need to know. Cast your eyes slowly down, then across to the right a bit, and while you do it don't forget to read the words, otherwise Andy Nuttall gets upset.



Cosmic Spacehead – cutesy character lost in a world of Mr Magoo-style Sixties cartoon graphics. Codemasters 0926 814132.



European Champions: yet another football game. Can Ocean do something exciting with it? 061-832 6633.

FIRST IMPR

UP AND COMIN'

SEPTEMBER		
Blastar	Core Design	Bizarre scrolling Asteroids-type game
Apocalypse	Virgin	Long-awaited horizontal chopper shoot-em-up
Frontier	Konami	David Braben's sequel to the classic *Elite*
Ryder Cup Golf	Ocean	Next game from the same house as *Open Golf*
Bubba 'n' Stix	Core Design	Original platformer with excellent graphics
Overdrive	Team 17	Super smooth top-down racer
CyberSpace	Empire	Futuristic 3D racing game
Superheroes	Psygnosis	Low-key, but long-awaited platformer
Jurassic Park	Ocean	Film licence, as if you need telling
Prime Mover	Psygnosis	3D motorbike racing
Op Hellfire/ Armour-Geddon 2	Psygnosis	Sequel to classic combat flight sim
OCTOBER		
Suburban Commando	Alternative	Platform game based on Bulk Hogan's antics
Space Hulk	EA	Futuristic board game conversion
Hired Guns	Psygnosis	See next page, but when you've finished this one
Creepers	Psygnosis	Colourful jolly platformer
Combat Air Patrol	Psygnosis	Combat flight simulation
Alien Breed 2 AGA	Team 17	A1200 sequel to classic shoot-em-up
NOVEMBER		
Monopoly	Supervision	Board-game conversion
Body Blows 2 AGA	Team 17	A1200 sequel to classic beat-em-up
Second Samurai	Psygnosis /Vivid Image	You have loaded the Coverdisk haven't you?
Stardust	Bloodhouse	Another *Asteroids* clone. Also brilliant
Uridium 2	Renegade	Braybrook's sequel to C64
James Pond 3	Millennium	Cheesy sequel to *Robocod*. Marvellous

AIR BUICKS

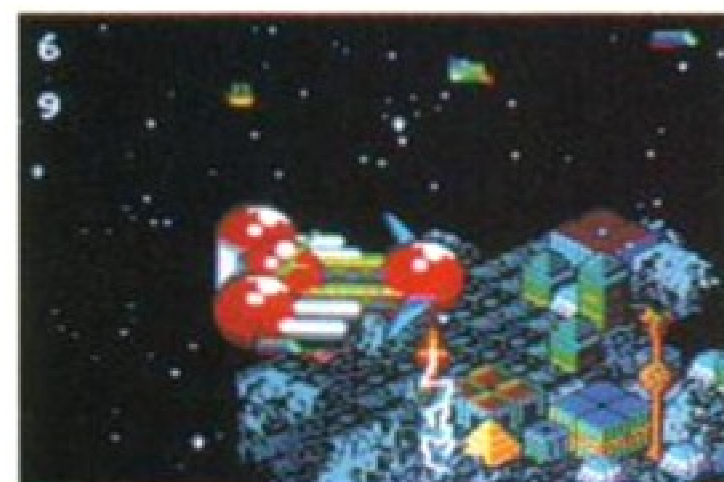
Impressions, the people who brought you *Air Bucks* and *Caesar*, have three games ready for November. *Detroit* is an 'automobile management' game set in 1908. As president of a manufacturing plant, you design cars, build 'em and sell 'em.

The Blue and The Grey is a Civil War game, a continuation of the *Micro Miniatures* series which has included *Cohort* and *The Samurai*. Lastly, *Global Domination* is a boardgame conversion in the style of *RISK*, which puts several players, via modem, in a power struggle situation. Impressions 071-351 2133.

ALL-OUT STRIKE

Newcomers Rasputin release their debut game *Jet Strike* in September. Similar to *Durell's Harrier Attack* on the Spectrum, *Jet Strike* is a horizontally scrolling flying game. You have a choice of 40 different aircraft to pilot, from the latest stealth fighter, through various helicopters, to a fire-breathing dragon!

One hundred linked missions are provided which you must complete, and also there is an Aerolympics mode where two people battle through 15 aerobatic displays. Rasputin 0689 850770.



Ever wondered what life will be like in 2093? Gremlin do, and have based their space trading game, *K240*, in this year, coincidence or what?



Da-da-da-daa-da, da-da-da-daaaa-da, da-da-da-DAAAA-da, da-da-da-daaaa... Ah, these old tunes bring the memories flooding back.

SYNDICATE ADD-ON

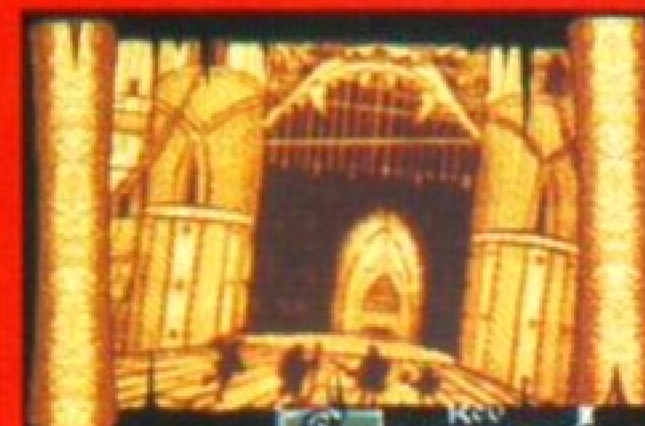
For those *Syndicate* players who found the game a tad too easy, Bullfrog have produced a data disk which gives different features and 50 new missions. New weapons include: Disguise – disguise your agent as any civilian, giving you an element of surprise; Hand Grenade – lob small bombs over buildings; Napalm Gun – a cross between Gauss gun and a flame-thrower – explodes then burns; and Air Strike – activate a radio transmitter and nine aeroplanes strafe surrounding area. There's a multiplayer option, so you can link up more than one Amiga. Electronic Arts 0753 549442.





Syndicate's about to get a new lease of life, or should that be death, with the introduction of the Data Disk.

SORASILLY NAME



Gremlin Graphics' *Hero Quest Masters* series begins with the *Legacy of Soracil*, a 3D isometric adventure with role-playing elements. The original *Hero Quest* game received 85 per cent in *Amiga Format* 24, and Legacy promises to continue in the same tradition. Improvements include better continuity in the storyline, and the option to explore further than the dungeons of *Hero Quest*. *Legacy of Soracil* will be released in November. Gremlin 0742 753423.



3D isometrics all around for the *Legacy of Soracil*. This bizarrely-named arcade-RPG is the sequel to *Hero Quest*.



Fantastic Dizzy: your head may well be spinning like whirlpool, because the Dizzy series never seems to end. Codemasters 0926 814132.



Theatre of Death: Perkily titled arcade-style wargame, similar in style to Virgin's *Cannon Fodder*. Psygnosis 051-709 5755.



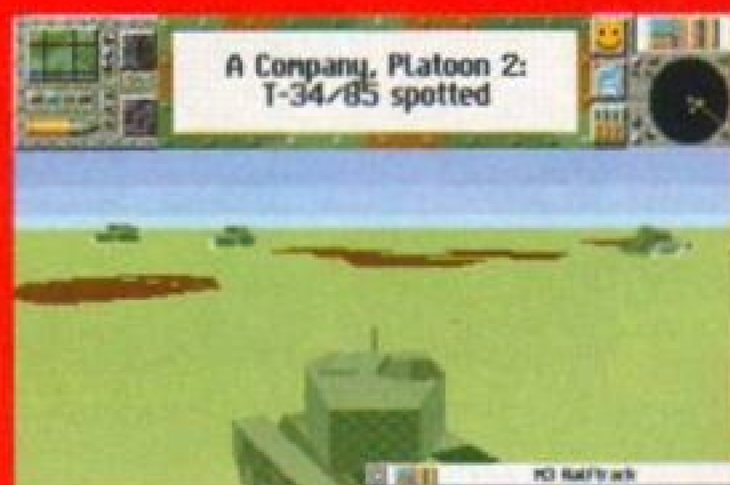
Suburban Commando: platformer which may be packaged with the video, I'd personally prefer a blank tape. Alternative 0977 797777.



Gooooaaaall! Intelek's special version of *Championship Manager '93* based on the Italian league. Not to be confused with *Goal!*.

ESSIONS

NEXT CAMPAIGN



The sequel to the battle simulation *Campaign* will, in true sequel tradition, be called *Campaign 2*. It will be released through Empire in October and is also programmed by Jonathan Griffiths. The new game will be updated to include all post-war vehicles and weapons, including laser rangefinders and night sights.

The 3D environment is to be improved to include the use of helicopters as well as ground-based vehicles. Also, historically accurate maps which cover conflicts in the last 50 years are to be included in the package. Empire 081-343 7337.

Campaign 2, it should be good, almost as good as our *Camp 2* compo on page 106.

RENEGADE TO PUBLISH U2!

From the mighty keyboard of Andy Braybrook comes the long-awaited *Uridium 2*, a sequel to his Commodore 64 classic, which is to be released through Renegade. The original *Uridium* didn't make the transition on to the Amiga, to the chagrin of Amiga owners who upgraded from the 64, so the new game should be an instant hit.

From the Beta test version of *U2*, as it is codenamed (not to be confused with the popular Irish-American spy plane), we can report that the gameplay has been kept true to the original. There are plenty of additions, though, including a variety of weaponry, a landscape which scrolls vertically as well as horizontally, and an improved bonus mode. An exclusive Coverdisk demo will shortly be winging its way to your newsagents, stuck to the front of this very Amiga magazine (except in two month's time). Full review soon.



Uridium 2 is fantastic! You can take our words for it even before the review. Smashing.

Renegade have two other releases planned for the near future. The first, *Flight of the Amazon Queen*, is a graphic adventure from Australia. Binary Illusions are the company tipped for the top by Renegade, and their game will be released in early '94. Also, *Ruff 'n' Tumble* is a cutesy platformer written by ex-*Apocalypse* main man Jason Perkins. Renegade 071-481 0214.

STEALTH FACELIFT

F-117A Stealth Fighter 2.0 is the 'crikey what a mouthful' title of MicroProse's new baby. Based around the proven *F-19 Stealth Fighter* engine code, *F-117A* improves on the technology of the aircraft, and also the game engine to include a HUD for night missions, and sprite-based explosions and smoke. Nine countries are to be featured, including Cuba, North Korea and Iraq, and further disks will become available to load in further terrains.

F-117A Stealth Fighter 2.0 will be released in September for £34.99. MicroProse 0666 504 326.



Using the same engine as *F-19*, the boys at MicroProse have brought their sims bang up-to-date with the release of *F-117A Stealth Fighter*. State-of-the-art stuff, mate.

DIDDY DEVICES



Avoid matches as much as possible, because they can be dangerous. Especially in *Micro Machines*, where they may cause you to hit your opponent over the head with your joystick.

The smash Mega Drive hit *Micro Machines* is almost ready on the Amiga. Targeted for release in October, it's a top-down racing game where two players take control of their Micro Machines (a sort of Dinky toy, apparently) and race around typical household courses. 27 different tracks are covered, including snooker tables, sandpits and school desks.

We've seen a sneak preview of the Amiga game, and can report that it's every bit as good as the original console game. Codemasters 0926 814132.

ENHANCED EXILE

Audiogenic are enhancing their ageing shoot-em-up Exile (*AF*23, 68 per cent) for the Amiga A1200, and potentially for the new CD^{32} console. Audiogenic's Peter Calver told us: "The major thing that let the game down was the graphics, so it's a natural upgrade." Also under development for the A500, A1200 and CD^{32} is a platform game Bubble and Squeak. No details are available at present, but look out next month for more.

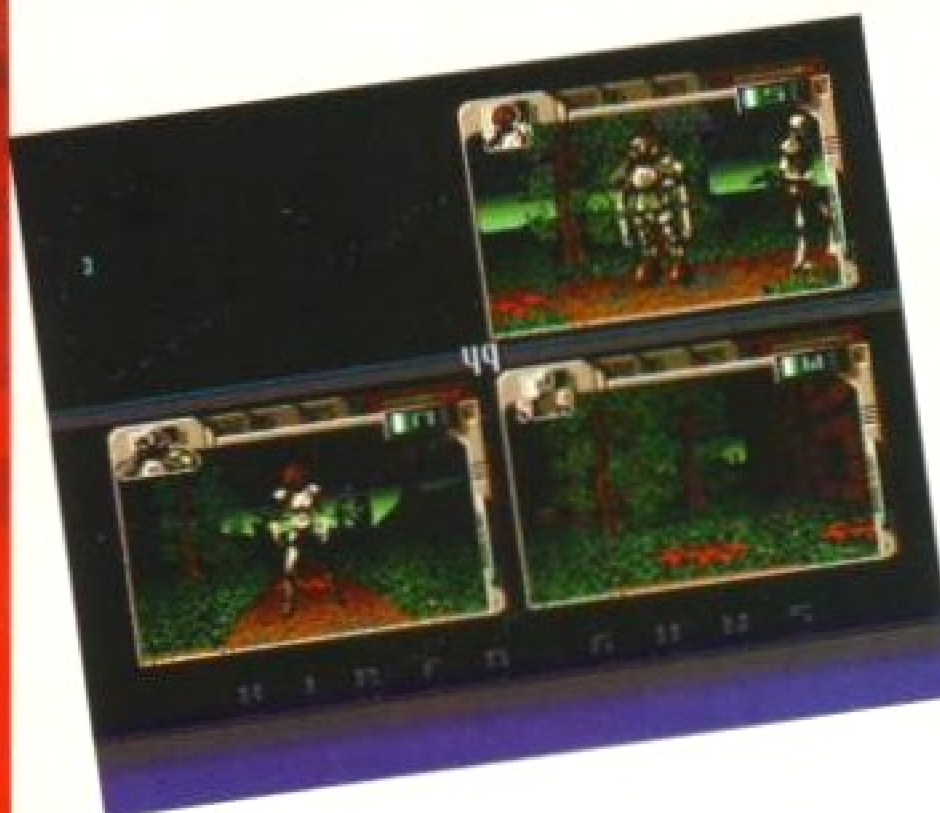
SIMON THE SORCERER

Adventuresoft/Horrorsoft creators Mike and Simon Woodroffe are moving into the fantasy graphical adventure genre with a view to knocking *Monkey Island 2* off its pedestal. *Simon the Sorcerer* is their game, and after playing an early version of the game Adventuresoft's claim may not be too far fetched.

With an interface similar to *Monkey 2*, the most noticeable thing about Simon is its British sense of humour. After all, superb though *Monkey 2* is, the Americanisms can get tedious. As Simon Woodroffe says: "We've incorporated a lot of fairy tales and stuff that will appeal to the British, and also the European audience." *Simon* is due to be released some time in September, so we should be able to bring you a full review in the next issue of *Amiga Format*.



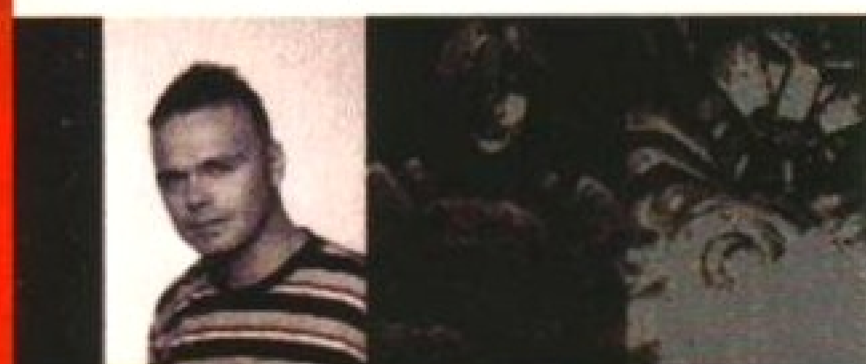
Monkey Island-beater, or Sierra-spoof? Wait and see, but *Simon*'s lookin' good.

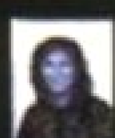


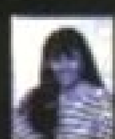
YOUNG GUNS FOR HIRE

If eliminating your mates with one sadistic sweep of an Uzi sounds like your style of a game, then you won't be able to resist Hired Guns...

Mercenaries don't have a terribly fun time of it. All right so they get paid well, but they invariably lose a limb or two in the course of fighting some faraway war, and are universally despised by right-thinking citizens. Unless of course you're a futuristic mercenary in a funky new game from Psygnosis, in which case you're a hard, respected and downright capitalistic war machine with knobs on, loved by right-thinking citizens.







Would you fly in a plane that this guy was piloting? Scott, author of *Hired Guns*, kindly put the *AF* team in the demo of the game. Not for any reason really, just to remind you we're human!

In *Hired Guns* (the demo was on *AF44*'s Coverdisk) you get to send a team of four mercenaries on to a planet to liberate and destroy in equal measure. The most innovative feature of the game is that up to four people can play at once; each person controlling their own mercenary. What's more you don't all have to stick together, each player can wander off to perform sorties elsewhere.

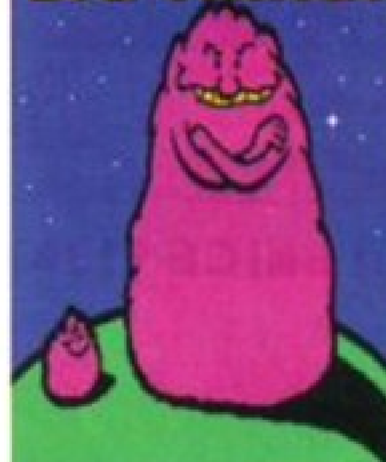
The game features an awesome array of death-dealing hardware with which to 'liberate' the planet. These include lasers, chain guns, acid guns and automatic sentry posts. Even with all that fire-power, it's still easy to get a right royal kicking from the mutant inhabitants of the planet.

Fortunately, there are plenty of subtleties to the gameplay. For instance, each mercenary has a different set of abilities, be it picking locks, piloting craft or simply fighting. There are also some basic differences between each team member so, for instance, the droids can survive for ages underwater while the humanoid mercenaries tend to run out of air after 30 seconds.

Sonically and visually the game's a feast. Traditionally this kind of RPG game suffers from repetitive visuals which are naff-all use when you're lost underground. But with *Hired Guns* the surroundings change enormously with each different sortie and there's plenty of wall detail to enable you to zip around the bases as efficiently as possible.

The game has an extensive training feature, enabling you to battle some of the many mutant inhabitants of the planet, a long strategy game and a quick action game. The long strategy game features over 30 missions, each with different difficulty settings, the early ones (which are still quite tough) are listed as a 1, while later levels go all the way to 30. In other words, it gets pretty damn tough.

Now while it's possible to play *Hired Guns* on your own, games like this really come alive when there's more than one player (wait until you see the multi-player *Syndicate*); particularly when you wipe out your mates with an Uzi. *Hired Guns* is out in September, so get some gullible friends ready now.



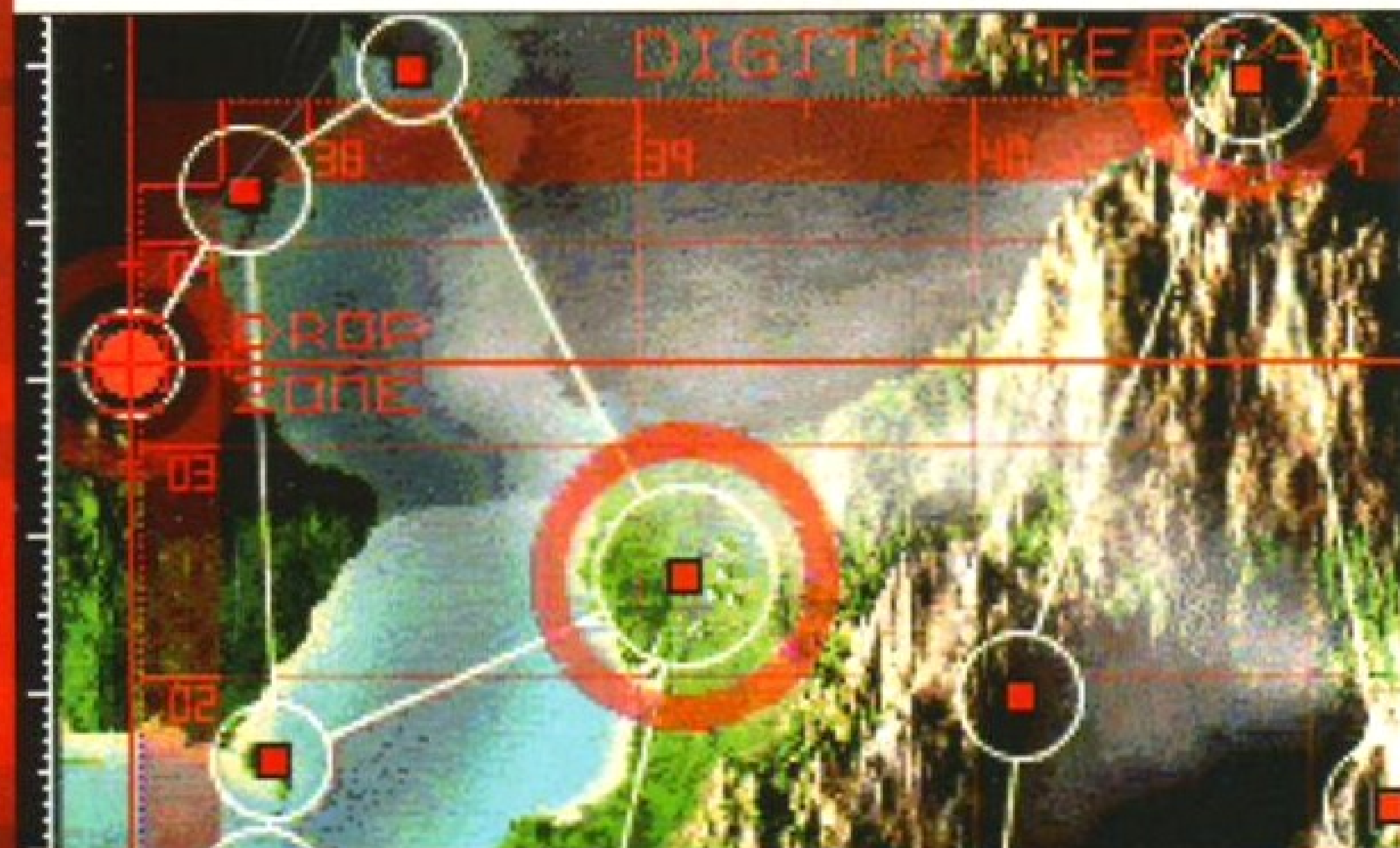








When you're playing, the graphics on this level look really smart. On the page, however, they look as though all the aliens have systematically sneezed at the walls. Damn.



This is the map screen, where you choose the next place to conquer. The demo we've had up to now only enabled you to get to level nine, and it's brilliant. Next month, we'll have the full game. Hurrah!





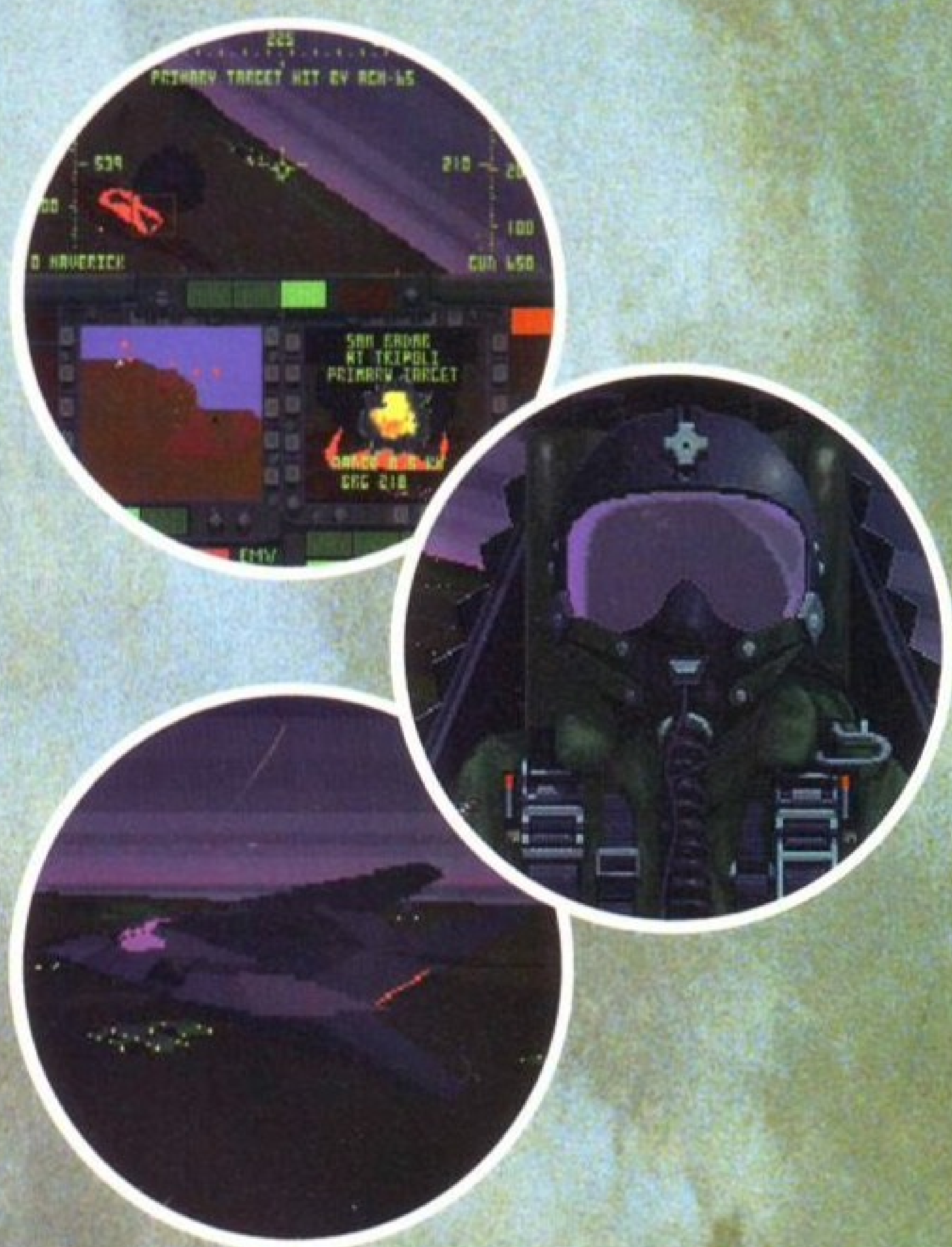




Little Cim Jones (top-left) stared in awe at the man through the shimmering light: "Come hither unto my portal," he said, "and I will give you some WD40."

F-117A™

The Definitive Simulation of America's Radar Elusive Jet

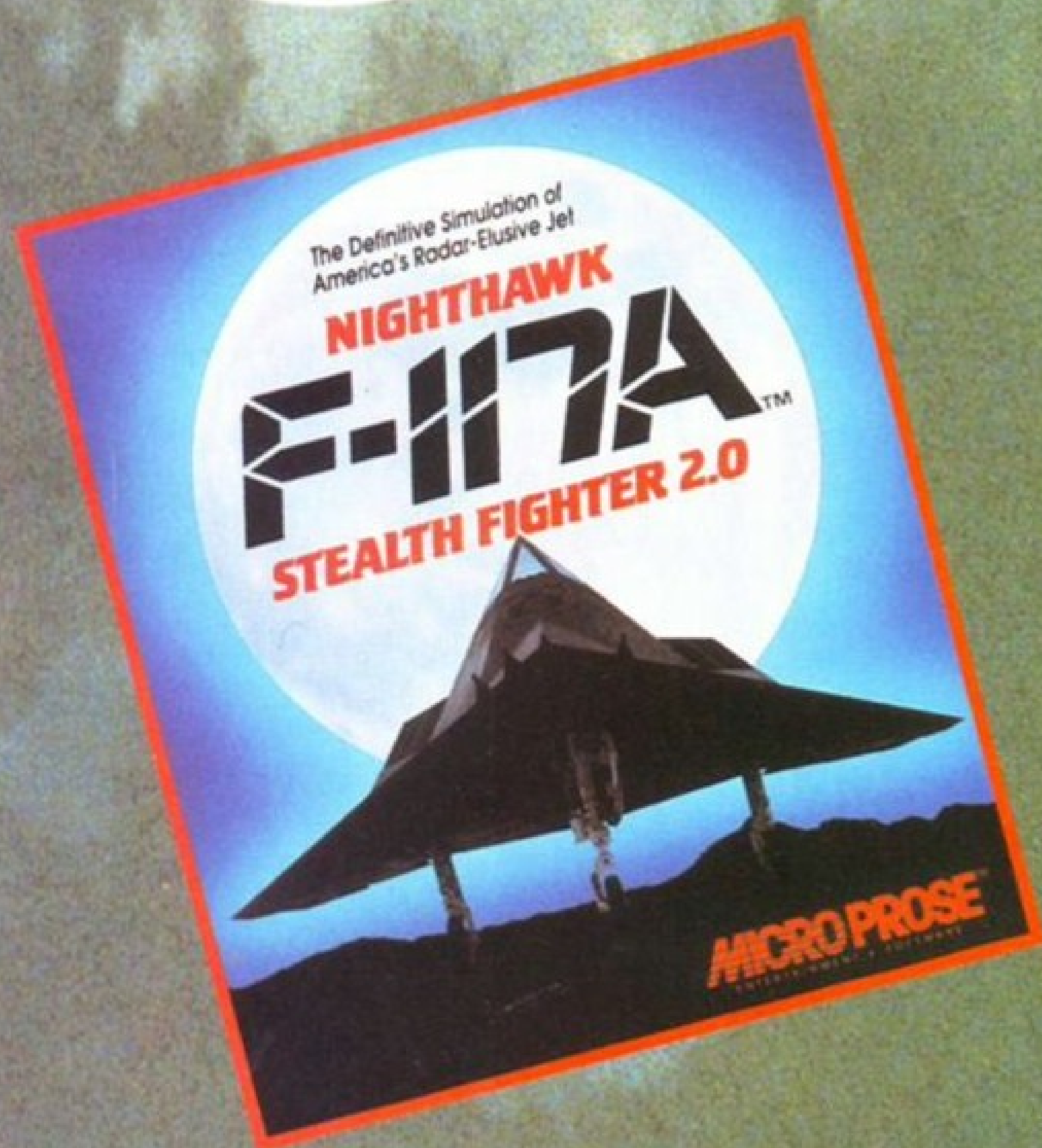


A shadowy, gleaming craft steals through the night sky. Out of sight but never out of mind. Sleek. Slicing through the dark. No blips register on the radar. No sign is given.

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The F-117A has carried out another stealth mission.

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F-117A Nighthawk Stealth Fighter 2.0

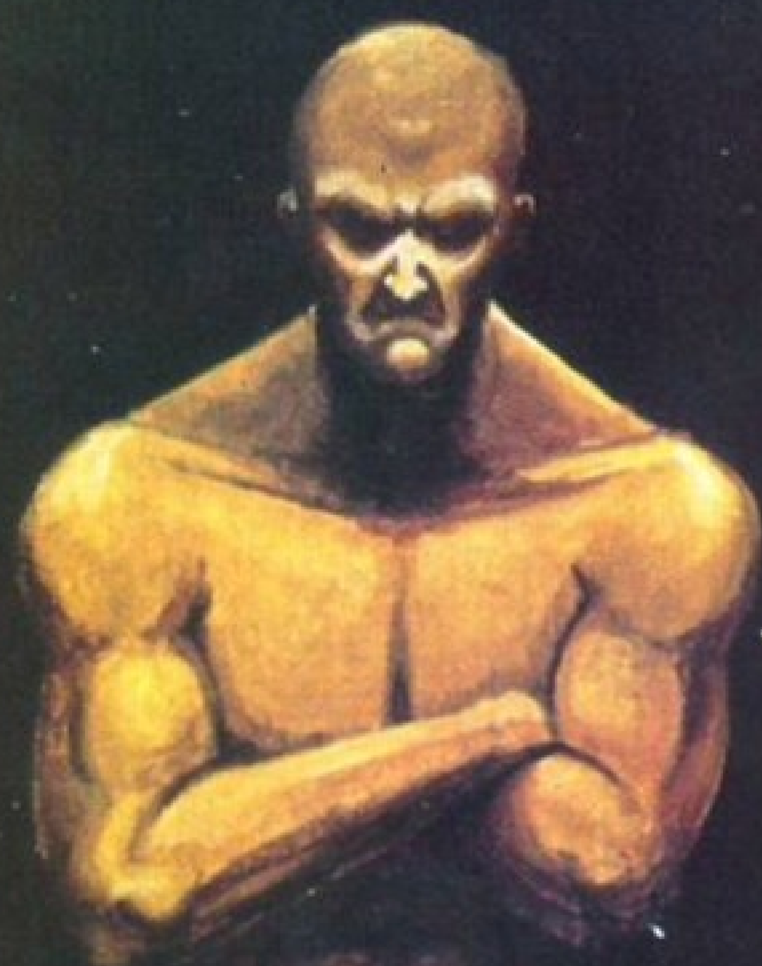
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Or to support someone else's claim, with hopes their support would be remembered.



Oh, I see. It's not our beloved Charlie, but another, earlier jug-eared would-be king who has handed in his dinner pail. What a relief!



The 14th century is a dangerous time, what with all those nasty black knights wandering the land causing mayhem and being nasty to the hapless peasants who work the land. Hopefully , the new king will usher in an era of peace and happiness. Or perhaps he'll be too busy beating up dragons. .

CASTLES II - SIEGE AND CONQUEST

Verily, Sir Knight, 'tis on the Eve of Lammastide that thou wilst ride out in search of derring-do and a half-way decent strategy game...

If you think the current bickering over European union is bad, you ain't seen nothing yet. At least nobody has invaded anybody else in the name of a united Europe, and nobody has applied to the pope to become king (or queen) of all he (or she) surveys. I could be wrong, but I don't think that there has been much in the way of castle-building going on since the signing of the Maastricht treaty.

All of this, and more, could be yours with *Castles II – Siege and Conquest*. The time is the 14th century, and you play one of five rivals for the throne of France from the territories of Albion, Burgundy, Anjou, Aragorn or Valois. Becoming king (or queen) is simple in theory; all you need to do is overrun sufficient territory and gain enough points to convince the Pope that you're the right man (or woman) for the job.

However, the practicalities of this are a little different. With four rivals hell-bent on achieving the same thing, life can get complicated. As soon as one starts to get big and powerful enough to claim the throne, the other four gang up and overthrow him. And so on...



The other four players are controlled by the computer, and you all start off with only one territory and limited resources. Fortunately, you're surrounded by several neutral territories just begging to be invaded and their various resources piled into your quest for glory. However, make sure that you check their status first, since the pope isn't likely to look kindly on your claim to the throne if you invade territory that you think is neutral, but actually turns out to be his.

So, the first thing to do is start recruiting an army and send spies out to check the neighbouring states.

You control your actions by assigning points to tasks in three categories: administrative, military and political. To begin with you only have a few points, but as you conquer other territories, your points in these categories increase.

Unfortunately, you are limited to a maximum of two tasks in each category, which rather slows down the pace of the game. So you can be attacking up to two territories, mining or collecting two commodities and scouting two territories.

Get a move on

Once you've built up a few points in each of the three categories, you can speed up any particular task by assigning more points to it, but you're still limited to two tasks per category and all too often you are left waiting for a task to be completed, even after you have assigned plenty of points to it.

Given the general slow pace of the game, this really doesn't help. Once you've built up a bit of an empire things do get faster, but it's still a very slow game.

Graphically, the game betrays its PC origins, with both AGA and ECS versions contained on its nine disks. There is an intro sequence which gives you the background on why you are aiming to be king (the old king has popped his clogs without naming an heir, so it's down to the pope to decide who is more worthy). The AGA version is, as you'd expect, much nicer in the graphics department, with 256-colour screens ported straight from the PC version.

There are also several digitised animated sequences in the game which play back when various events such as battles, successful spies or whatever happen, but these don't add much, since they are only 16 colour black and white. Frankly, after you've seen them once, you skip past them quickly.

IF YOU WANT TO GET AHEAD, GET A GRIP...

STATUS These icons tell you how many points you have left, and how much of the various commodities you have in store.



TASK BARS Show you the progress of tasks you have started, split up into three categories: Administrative, Military and Diplomatic.

MAP – Shows what territories are under your sway, and who controls the surrounding ones. You can find out about others by spying, but that sort of skullduggery will cost you.

MESSAGE WINDOW – You are informed here when tasks are completed, and the small digitised animations which brighten the game up also appear here..

The in-game music is more irritating than atmospheric, but it works well during the intro sequence, which informs you as to how you got into this situation in the first place.

There is a good game in there somewhere, but it's rather lost under a badly designed control system which slows the game down. It will appeal to hardened strategy freaks, since there is plenty of potential for wheeling and dealing, buying and selling and annoying the pope. However, problems with controlling the game make it difficult, and the pace of a game is extremely slow.

Richard Baguley

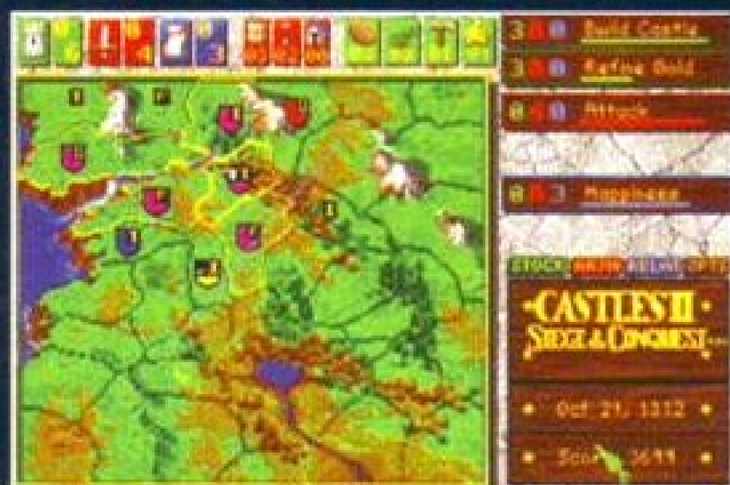
'KEEP' ON RUNNING...



The beginnings of empire. So far, Sir Richelieu de Baguerlé has only got one territory under his thumb, but he's scouting round to try and find a few others that are ripe for development...



Now he's conquered... erm... 'liberated' two neighbouring territories, as marked by the pink shields (do you get stamps with that?), and is keeping his beady eye on a few more.

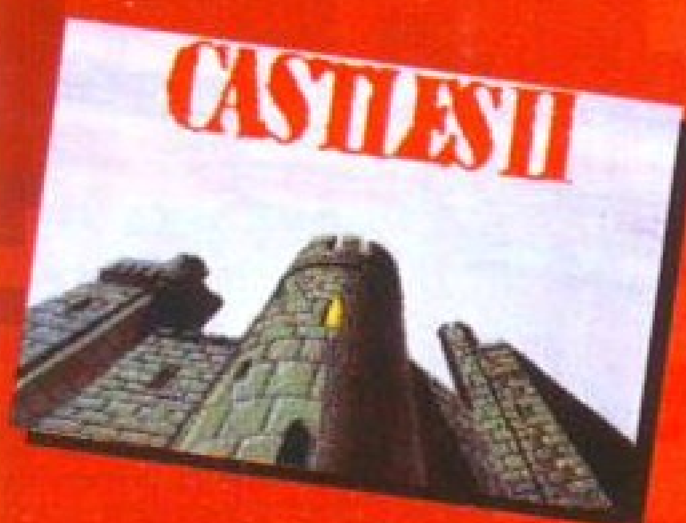


Now he's expanded his empire to five territories, and has built a castle to defend his borders from the marauding barbarians (that is, the other aspirant kings).



Six territories have now fallen under his sway, and more are sure to follow. Can no-one stop this relentless progress?

CASTLES II

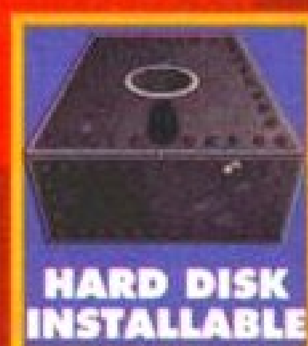


PROGRAMMERS
Almathera Systems

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PRICE
£34.99

RELEASE
End August '93



HARD DISK INSTALLABLE



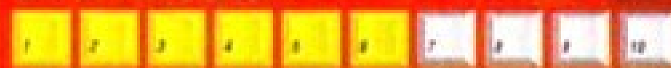
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GRAPHICS



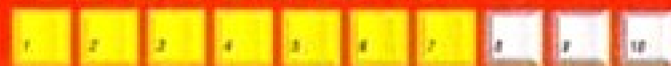
It all looks rather PCesque.

SOUND



Tunes get irritating quickly.

ADDICTION



Plenty of scope for conquest.

PLAYABILITY



Let down by bad design.

VERDICT

" A really rather good strategy and war game that's let down by several design flaws, especially slow and awkward control. "

73%

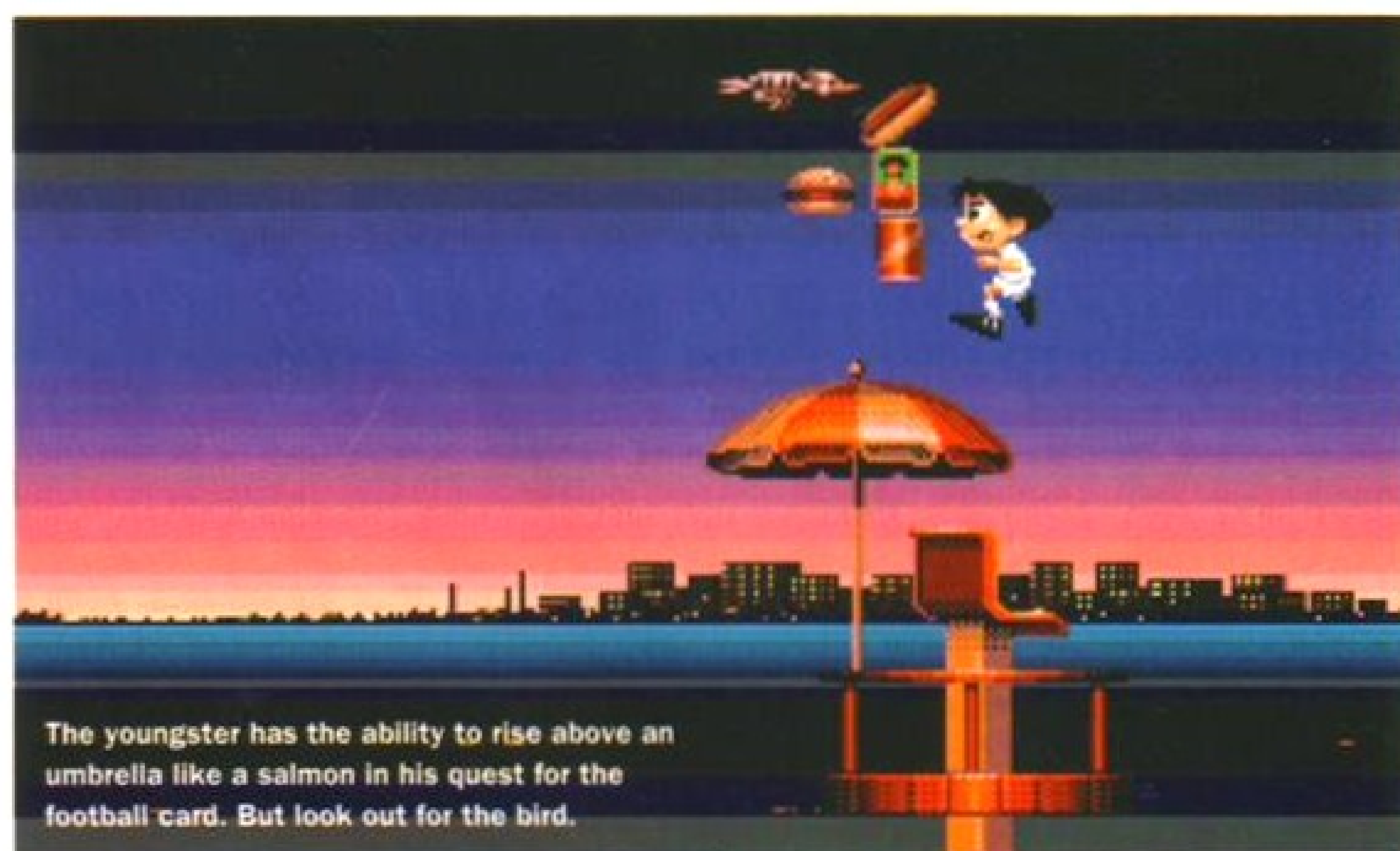

New York is the final level in this incredibly tough platformer. There are all kinds of hazards including rollerskaters, men with pneumatic drills and some bad-assed American footballers.


Japan and a ride on the Bullet Express to Tokyo. Another of *Soccer Kid*'s innovative levels sees him do battle with the Coal Mole. Just as you think you can reach the card, the little blighter throws coal at you.


Would you honestly want to be running around the streets of Rotherfield in the rain facing psycho construction workers? Again, the Kid shows his devotion to his quest.

SOCCER KID

It was every boy's dream to play for Rotherfield Tuesday. They played football as it should be played. Unlike deadly rivals Shefferham United who, cynically guided by manager Harry Liquorice, intimidated their opponents. Young Trevor Jenkins dreamed of playing for Tuesday.


The youngster has the ability to rise above an umbrella like a salmon in his quest for the football card. But look out for the bird.

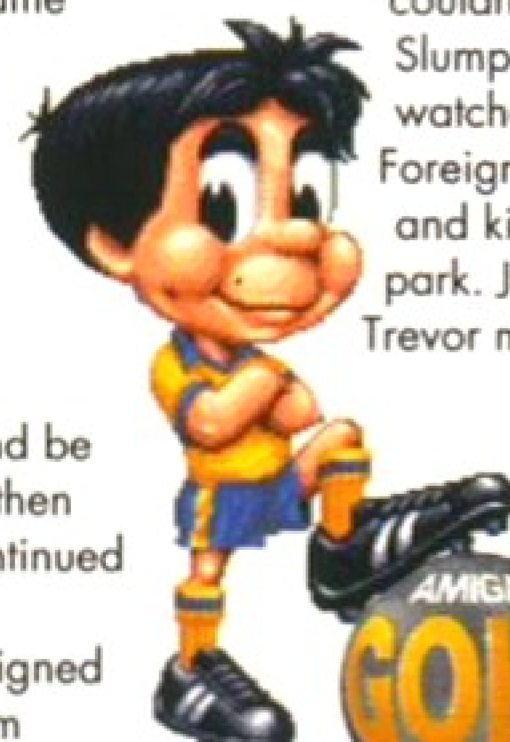
The boy shouted to his Mum: "Don't call me Trevor. I'm Soccer Kid, and don't you forget it".

"But Trevor love, you can't go through life with the name Soccer Kid. Folk'll laugh at you," said his Mum gently. She'd been through all this a thousand times before.

"I'm gonna play for Rotherfield Tuesday and be rich and famous, and then win t'World Cup," continued Trevor stubbornly.

"But son, your Dad's signed you on with Shefferham United, the West Riding giants. Don't you remember, that nice Harry Liquorice came round last week, said he'd seen you play for the school team, brought you a nice box of sweets. Now run along, there's a good lad. Go and watch the World Cup on the telly – those nice Argentinians are playing Chile."

Trevor could never make her understand. He was born to be Soccer Kid, not plain Trevor Jenkins. And now his Dad had gone and signed him for United. Things couldn't possibly get worse. Slumped on the settee, Trevor watched the fouling Johnny Foreigner's arguing with the referee and kicking their way around the park. Just like United, thought Trevor miserably.



We was robbed

Suddenly, the camera zoomed in on the gleaming World Cup itself. Out of the corner of his eye, Trevor noticed a trophy-hoarding alien hovering above the Earth intent on snatching the greatest prize of all. A laser beam shot out of the sky and lifted the trophy heavenwards. Trevor watched in disbelief as the airborn trophy collided with a passing asteroid scattering the great cup across the globe. Undeniably, it was an unlikely scenario but the youngster couldn't dispute what he'd seen before his very eyes.

Trevor only half heard the commentator talking

TREAT THE BALL LIKE A FRIEND YOUNG MAN.

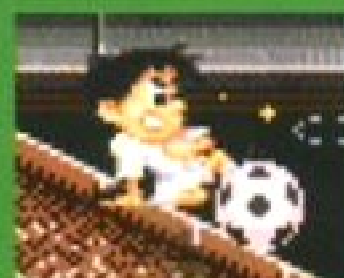

Soccer Kid has delightful ability. He can play 'keepy-uppy' for hours on end.


And young Trevor can also flick the ball onto his head and nod it up and down.


One of the Kid's most useful skills is the ability to balance on top of the ball.


From this position he can leap high into the air where he can collect erm, things.


When facing away fromplay, the back heel is an excellent means to their end.


Here's one most should be familiar with. The ubiquitous sliding challenge.


Stunning is the only word one can use for the overhead kick. Or maybe magnificent.


Never head the ball with your nose. Here, the Kid shows you the perfect header.


The builder who throws the spanner is one of the most annoying baddies.




The streets of London are most certainly not paved with gold. Beware Trevor.

"Cripes, if I get through this level then my name's Pele."

"Stop messing about in that lift you stupid kids"

"You are going home in a Yorkshire robot," (clap, clap).

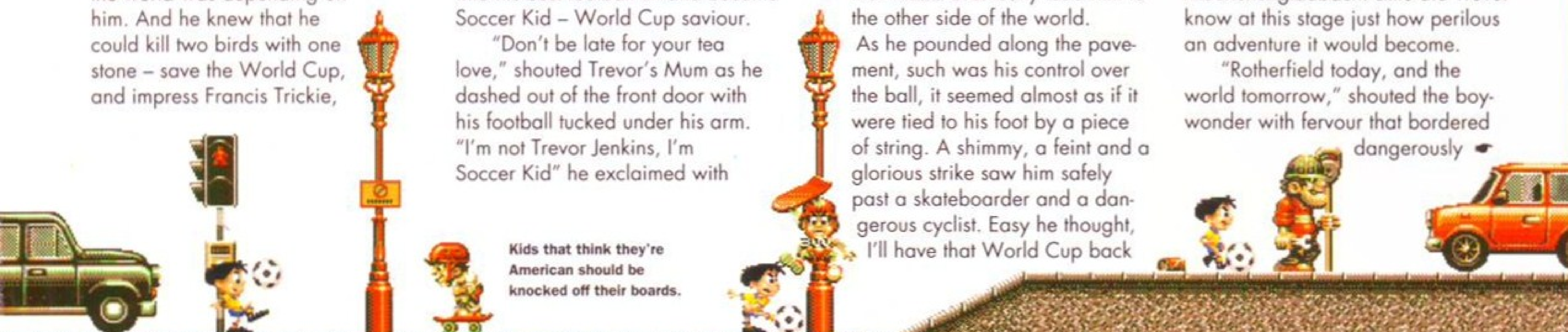
The mad man in the store-room is a tricky opponent.

Be careful not to knock out the lightbulb. It'll get dark.

about the 'remarkable turn of events at the stadium'. Here was his calling, the world was depending on him. And he knew that he could kill two birds with one stone – save the World Cup, and impress Francis Trickie, the Rotherfield Tuesday manager. In the wink of an eye, Trevor changed into his best football kit and became Soccer Kid – World Cup saviour.

"Don't be late for your tea love," shouted Trevor's Mum as he dashed out of the front door with his football tucked under his arm. "I'm not Trevor Jenkins, I'm Soccer Kid" he exclaimed with glee as he hit the streets of Rotherfield, in search of the clues that would eventually lead him to the other side of the world. As he pounded along the pavement, such was his control over the ball, it seemed almost as if it were tied to his foot by a piece of string. A shimmy, a feint and a glorious strike saw him safely past a skateboarder and a dangerous cyclist. Easy he thought, I'll have that World Cup back in America in one piece before you can say Borussia Moenchengladbach. Little did Trevor know at this stage just how perilous an adventure it would become.

"Rotherfield today, and the world tomorrow," shouted the boy-wonder with fervour that bordered dangerously ☛



Kids that think they're American should be knocked off their boards.

THESE ARE THE BADDIES THAT MAKE VINNIE JONES LOOK LIKE A SAINT


The skateboarders only need to be struck once and off they topple. Enjoy it.


Ferocious young pup this. But don't worry, his bark is worse than his bite. You hope.


This rustic type with rosy cheeks would prefer it if you kept off his land. Shoot him.


This little blighter sits still as you approach, then leaps upon you at the last moment.


The floating Roman soldier is difficult to defend against as he floats around the box.


Italian waiters – don't you just leve 'em. This chap chucks plates rather too accurately.


He looks so pleased with his scooter. A nice half-volley should take care of him.


This pesky Rusky husky is out to get you. Avoid the savage at all costs.


One of the games most dangerous villians, this mad prof takes some beating.


The Russians are indeed coming and you'll need all your wits to go past him.


Metal Mickey would never have been this evil. Watch out for the dastardly lazer beam.


Quaint piece of bushweed, but as spiteful as they come. It just keeps coming at you.


Soccer Kid finds out for himself, the problems facing London's public transport system. For a start, there are no trains, and rats seem to be a real nuisance. Still, it's not as if there is any overcrowding. I bet the chocolate machine doesn't work – and who's that on the Wanted poster on the wall?

on religious fanaticism. Now it's not for us to scoff at a fellow who believes he is Soccer Kid but the youngster does have some great skills to back up his claim to be the 'Chosen One'. Backheels, overhead kicks, you name it, the lad can do it and he'll need to use his full range to defeat the opposition.

'Remember to check the information points young Trevor, sorry I mean Soccer Kid'. It was almost as if an invisible voice was guiding him. 'The secret to finding the parts of the trophy is to collect the football cards along the way'. There it was again. Trevor stood still for a moment and listened for the voice. 'Look out for that bulldog and that big geezer with the spanner you idiot'.

That London

Rotherfield was soon a distant memory as he headed through the countryside towards London. After some minor skirmishes with farmers and a few animals, and one particulary nasty incident with a plough, Soccer Kid arrived in London.

Trevor was so engrossed he'd forgotten about impressing the Tuesday boss Francis Trickie. But Mr Trickie would've been impressed with the way Soccer Kid took out an interfering tourist with a delightful ball through the channels before collecting a card on a double decker bus – a football card, not a yellow card.

Italy next and time to show those Ancient Romans a thing or two about the sweeper system, before knocking a couple of Jimmy Hill look-a-likes off their scooters at the seaside. After evading some impressive man-marking in Russia, a speeding Tokyo train, and a terrible tackle by a mad professor in a Japanese hardware stockroom, it was time for America – the last leg.

Eng-ger-land, Eng-ger-land

With confidence high, Soccer Kid rode a challenge through the Wild West, danced along a California beach before returning the World Cup to New York just in time for the Final where England beat Brazil 24-0.

The phone rang at 8am. "Trevor love, Francis Trickie's on the phone, says he wants you to play for the Tuesday on Saturday," called Soccer Kid's Mum. Trevor awoke from a deep, deep sleep. A boy's dream or one of the best Amiga games of the year?

Postscript: We apologise for our reviewer's glib attitude to the way Trevor skipped across the continents. Please remember, Trevor, sorry, Soccer Kid, is a superhero. You are not. It will take you a year and a bit to finish this handsome platformer. It is very difficult and even the early levels are stout challenges.

Stephen Bradley


Behind the Iron Curtain, Soccer Kid crouches on the mighty red fist while the killer red bird stalks his prey. Floating objects such as sweets, apples, hotdogs and lollies add to general surrealism of the Boy Wonder's situation. Collect as many of these objects as possible – you get points for them.

SOCCERKID



PROGRAMMERS
Neil Adamson, Nigel Little, and Matt Furniss

PUBLISHER
Krisalis, 0709 372290

PRICE
£29.99

RELEASE
26 August



GRAPHICS

Fabulous.

SOUND

Funky.

ADDICTION

Frightening.

PLAYABILITY

First class.

VERDICT

"One of the best platformers ever! Fabulous graphics and gameplay which is incredibly difficult in places – it'll take weeks of practice to complete."

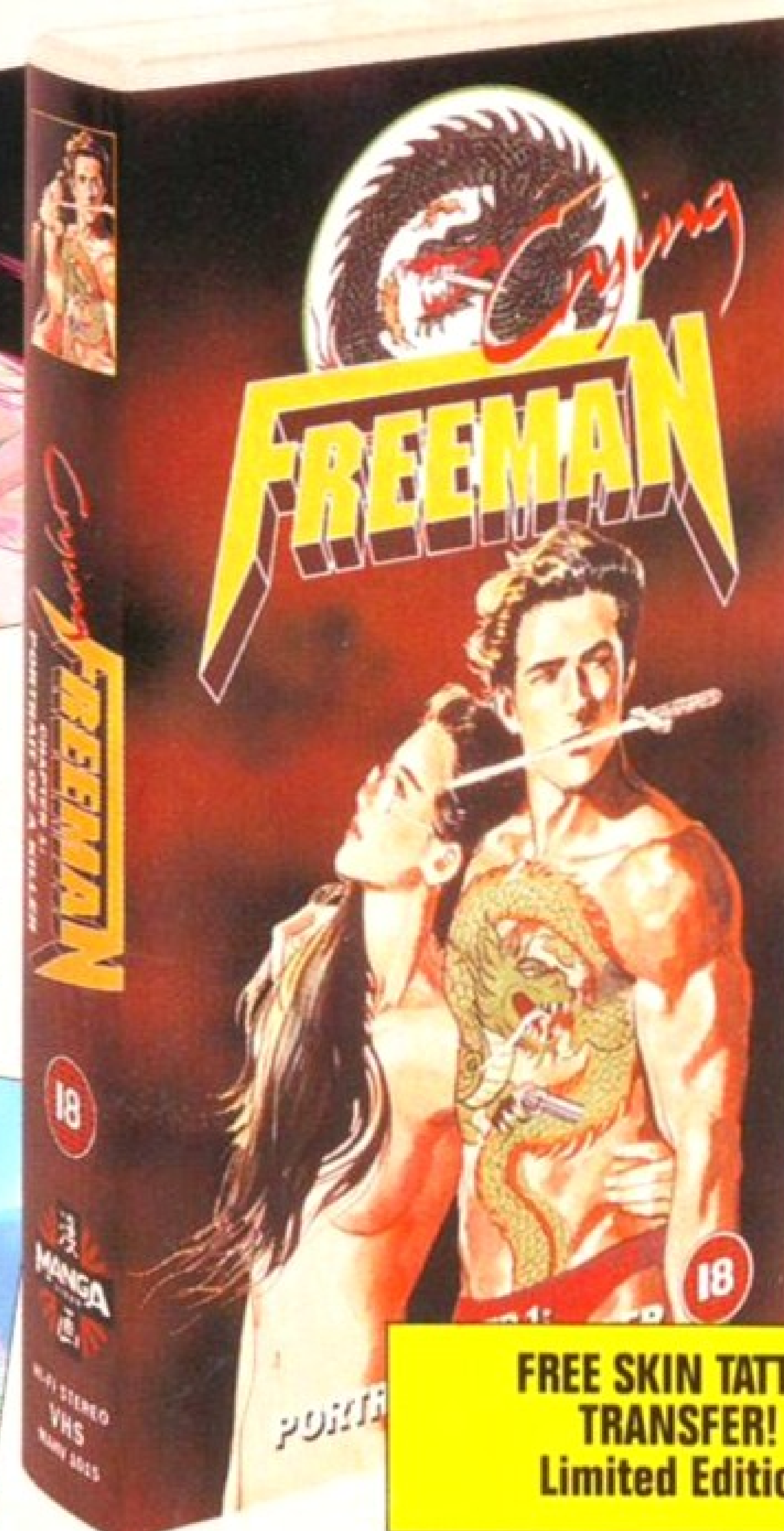
93%

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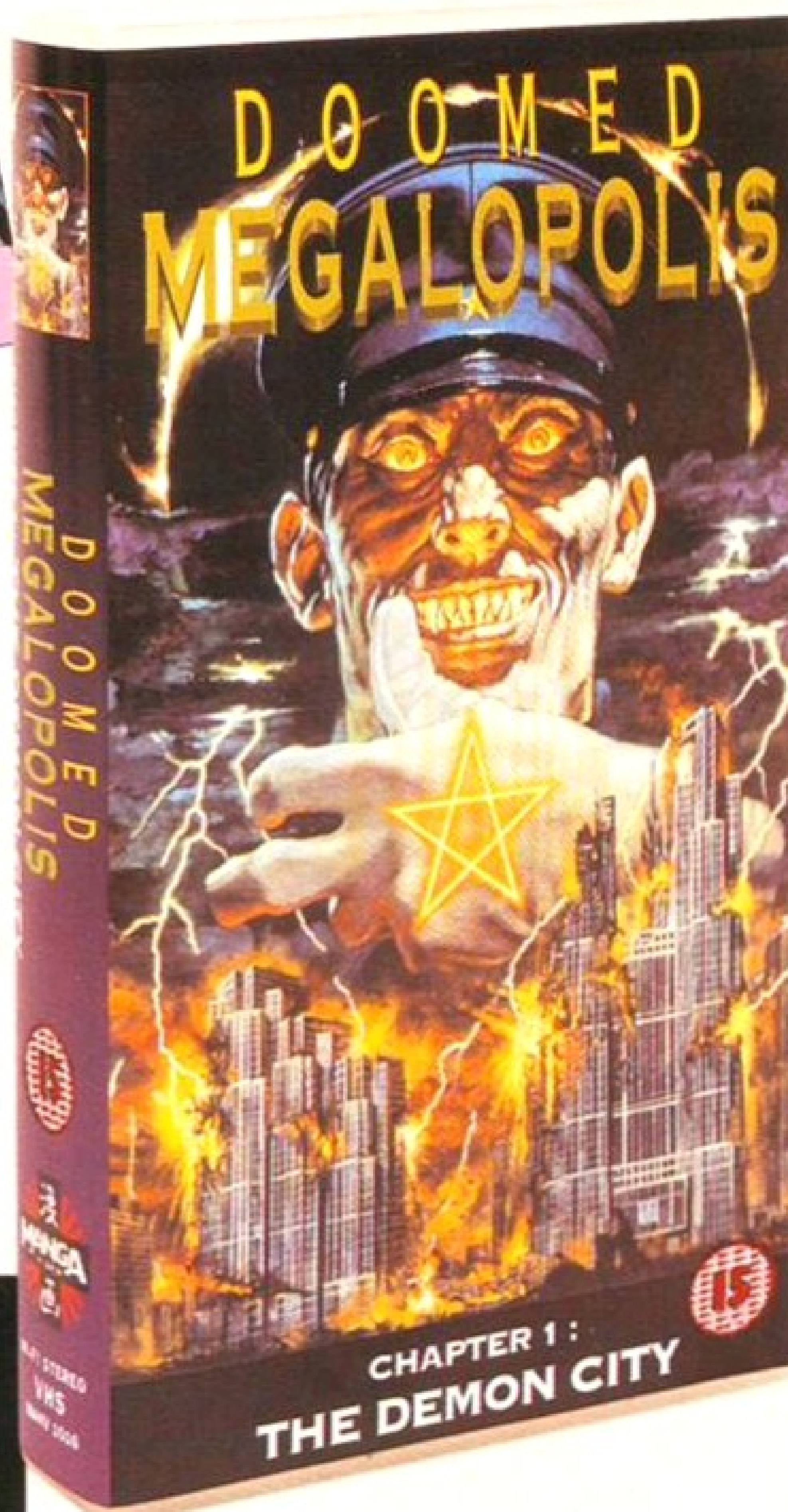
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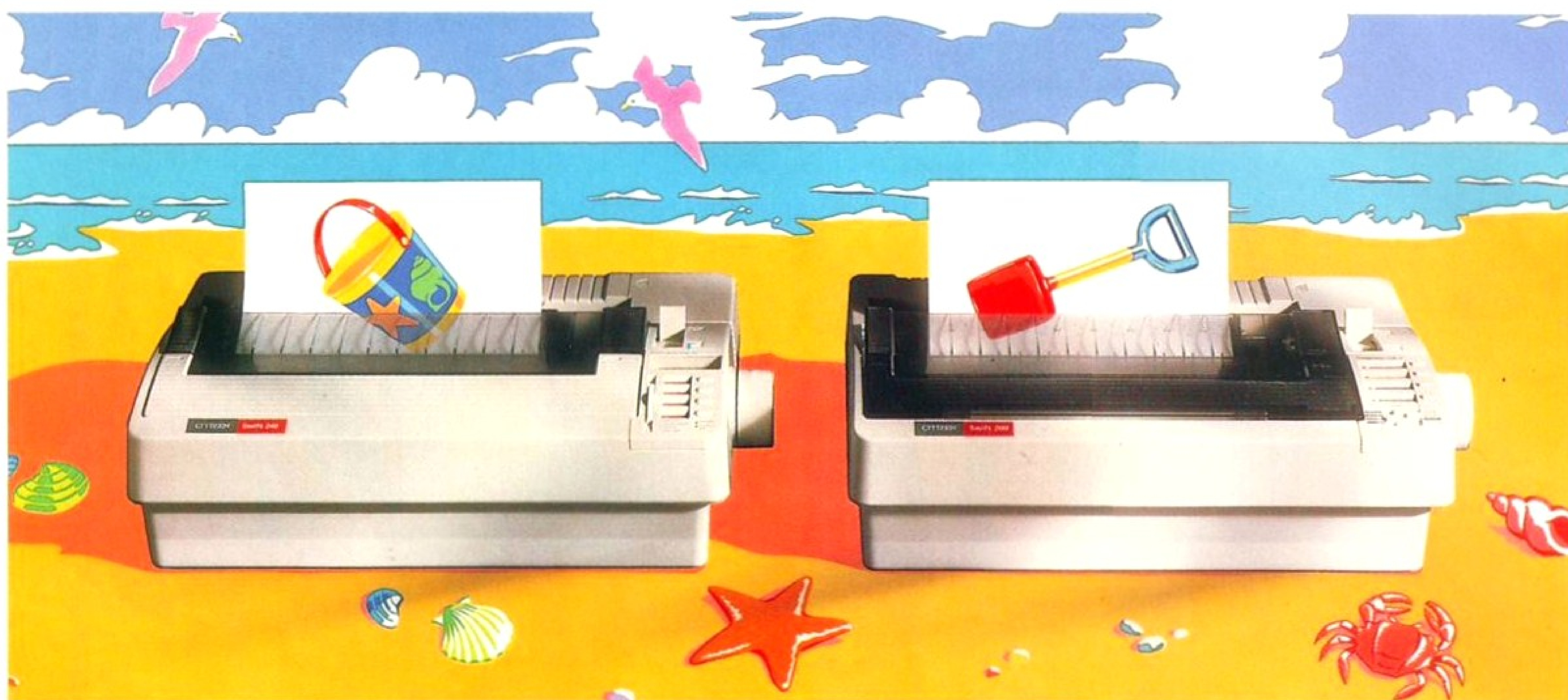




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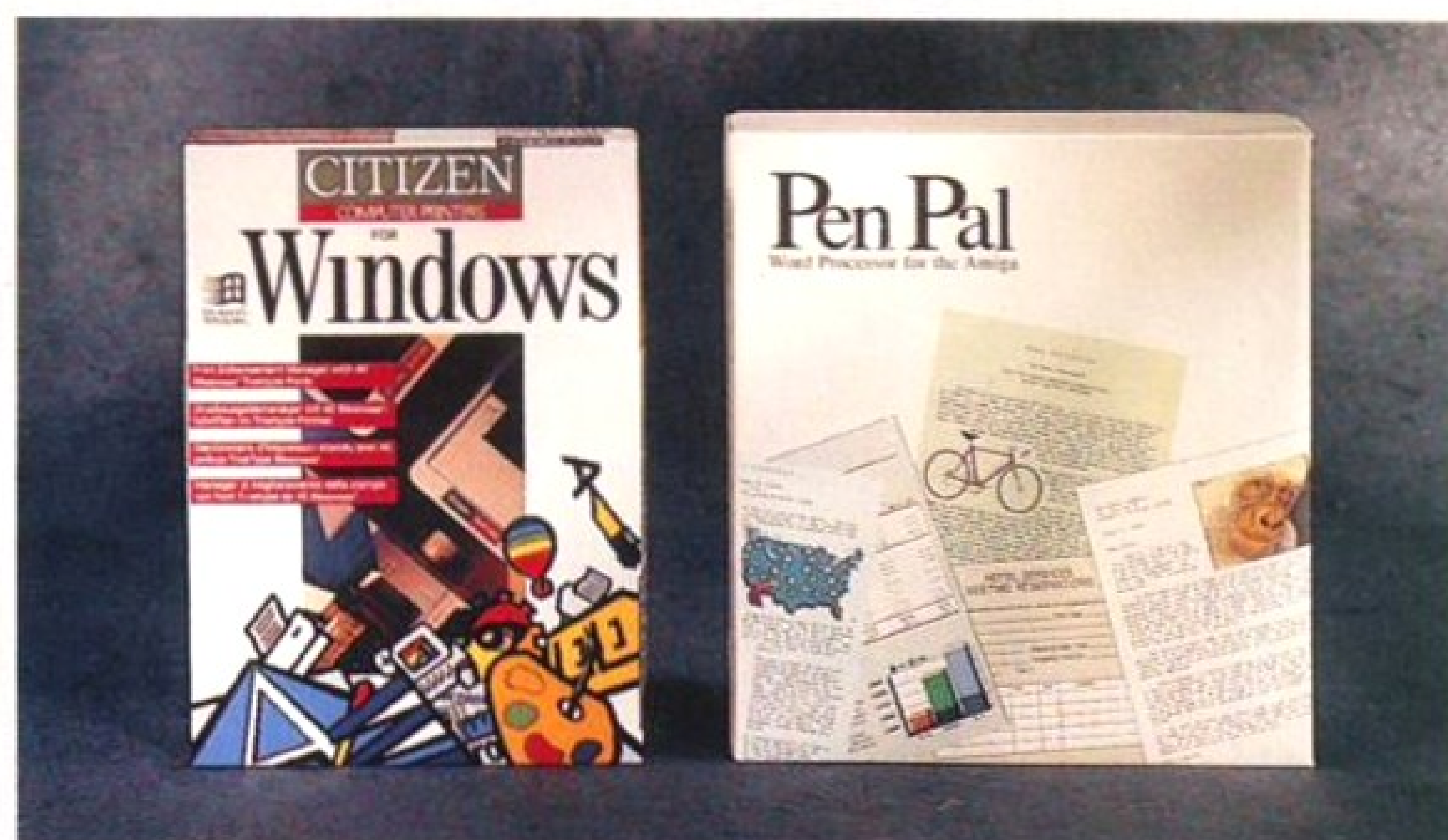
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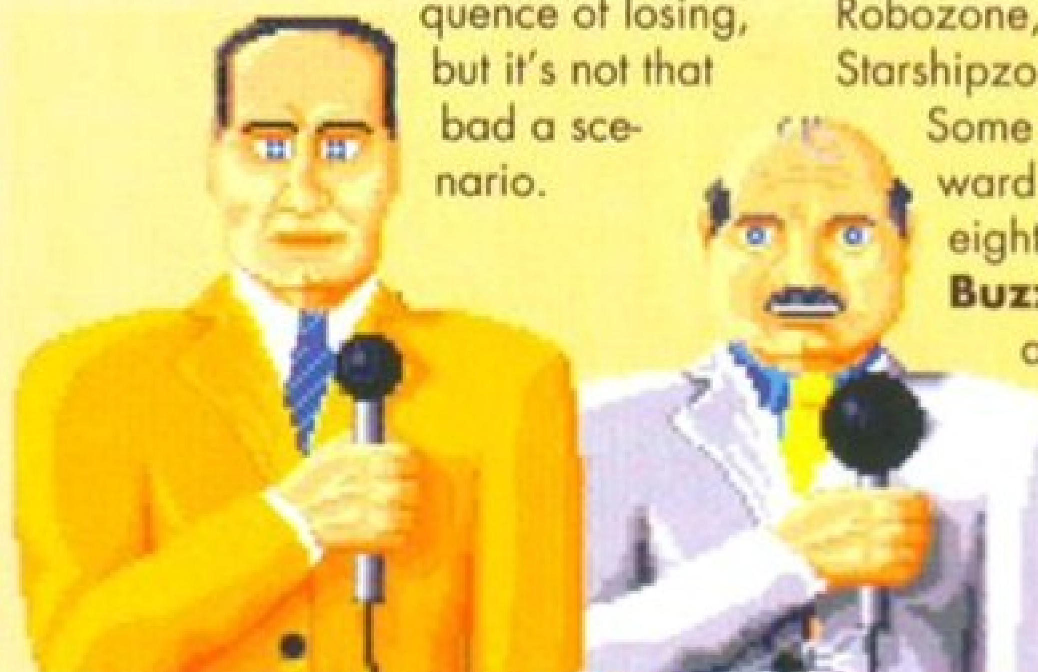
MEAN ARENAS

In 2093 game shows will be a hybrid of Jim Bowen meets Dynablaster, only more mean looking.

"Yes folks, next on the show is the caption writer, the one that thinks he's smart. Best of luck you little twerp"

One hundred years from now industry has become totally automated resulting in mass unemployment (or should that be 'pandemic' seeing as we already have 'mass'). Anyway, in 2093 we find everyone's using their incresed leisure time to sit in front of the telly and watch a programme called *Mean Arenas*.

Buzz: "Welcome sports fans to the latest action-packed edition of *Mean Arenas*, I'm Buzz McCloud and alongside me is Bob Bilinski. Well Bob, have we got a show for the folks sitting back at home."
Bob: "Yes Buzz, we have got a show. It's called *Mean Arenas*, you've just told everyone."
Buzz: "OK, don't get smart with me son or I'll haul your ass back to *Come Dancing* faster than you can say *Crackerjack*."
Bob: "Sure thing Buzz. Buzz's right folks, we have got a show for you. It's kind of a cross between *Pacman* and *Smash TV* with a bit of *Dynablaster* thrown in for good measure. You, the ordinary members of the public come on down and play for big prizes. But remember, it's risky out there and if you don't make it, you're gonna, heh, heh, die."
Buzz: "Folks, Bob's hit the nail right on the head. Death is the consequence of losing, but it's not that bad a scenario.





Suckered, trapped like a rat in a box with nowhere to run and nowhere to hide. And you can't swim for it in all that heavy armour, no sir.

Heck, at least we don't send you home with a goddamn *Blankety Blank* cheque book and pen."
Bob: "So come on Buzz, tell the folks what the game is all about."
Buzz: "Listen son, I'm the anchor, don't tell me what to do. Folks, the object of the game is to make your way around the arena collecting coins as well as a whole host of other bonuses and extra armoury. Jeez, did I say arena? Actually, there are 22 arenas, four speed arenas and many, many secret arenas to get through. Say Bob, has anyone ever done them all?"
Bob: "To tell the truth Buzz, no they ain't and it's saved the network one heck of an amount in prize money. Mind you, it costs us a fortune in funerals. Still, as long as it doesn't come out of my salary heh, heh. Folks, there are four types of arenas - Robozone, Dungeonzone, Starshipzone and Rainbowzone. Some of them are straightforward and some have up to eight floors."
Buzz: "You're not wrong Bob and standing in the path to completion folks are the robot guardians. Now these guys may look like jumped up Dusty Bins but you'll



Check on your status panel at the bottom of the arena to find out how many weapons you've got left, your available energy and your credit indicator – or alternately, plough on regardless killing everything in sight. But don't go over the blue and gold squares, they shoot things at you.


Collecting the coins is the easy bit. But for some reason, there are loads of frightful robots after you as well as traps galore to fall into.

be dead within 3-2-1 seconds of meeting them."

Bob: "Buzz, you're not only the anchor, you are also one heck of a funny guy. The guardians come in various guises. Some walk, some fly and some of them even go around dropping coins – the contestants should kill them very quickly."

Buzz: "You're not wrong Bob – for a change. Only kidding partner, you're the greatest. So come on down, Cecil Watkinson from Selby." KABOOM!

Poor Cecil. Still, it's not a bad show. There is a lot to go at and though it's not sophisticated fayre, *Mean Arenas* is fun. I will be watching same time next week.

Stephen Bradley


Keep a look out for useful weapons to pick up. I have a preference for the Fire Shield – it feels kind of nice as you pulverise the oppostion.

MEAN ARENAS

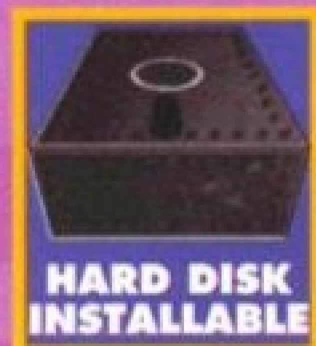


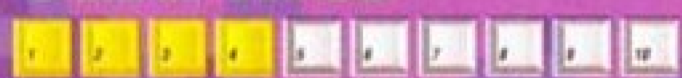
PROGRAMMERS
ICE

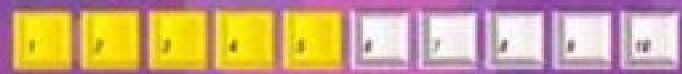
PUBLISHER
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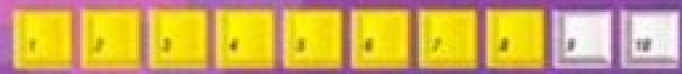
PRICE
£25.99

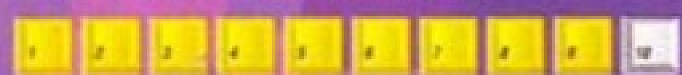
RELEASE
Late August


HARD DISK INSTALLABLE

GRAPHICS

Nowt to shout about.

SOUND

Nice banter from Buzz and Bob.

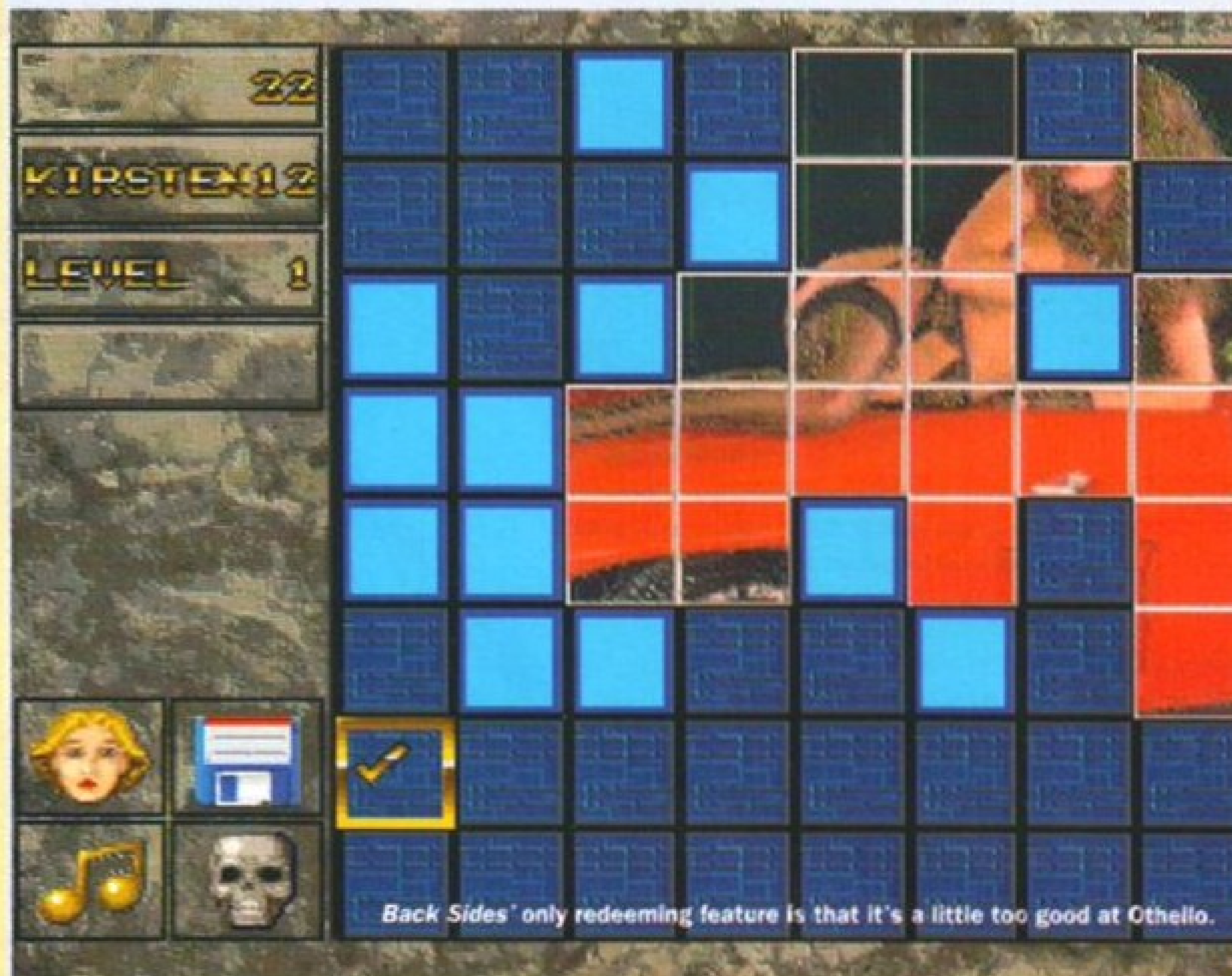
ADDICTION

Better than *Celebrity Squares*.

PLAYABILITY

Yes, you can certainly play it.

VERDICT

"It's jolly fun, but at just under £26, a bit too pricey. I would also have liked to see an option where two players can play at the same time."

76%



Back Sides' only redeeming feature is that it's a little too good at Othello.

BACK SIDES

Wa-hay, whhoooor, loads of nudey piccys, and all I have to do, thanks to Emotional Pictures, is win a game of Othello. They are the same people who were responsible for the similarly crass *Cover Girl Strip Poker* (*AF36* – 19 per cent). What will they think of next? *Nudey Monopoly*? *Get Yer Baps Out Cribbage*?

The object of the game is the same as Othello: you have to get more of your coloured pieces on the board when it's full than those of your opponent's. What's different about this game is each of your pieces is actually a section of a picture of a scantily clad young bimbo.

I assumed that this being an all tits and bums game it would have no brain power to it at all. But *Back Sides* can play a mean game of Othello, and to keep the challenge going, as you get better so does the computer. Not that it needs to, getting past the second level is tough enough. The pictures (your reward) are badly digitised, so even if they do take their knickers off there's not much to see to get excited about. Anyway, a little something is always better left to the imagination.

For titilation *Back Sides* is a waste of cash, and I'm not just being a girly prude, you're better off with a copy of *Playboy*. As for being a decent Othello game, I've seen better ones in the Public Domain, no porn, but value for money. If you're very good, one day I might show you mine – my Othello board that is!

Clur Hodgson

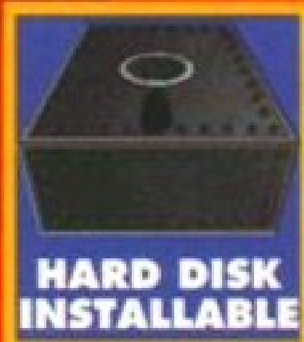
BACK SIDES

PROGRAMMER
Emotional Pictures

PUBLISHER
Kompart 0727 868005

PRICE
£25.99

RELEASE
August


HARD DISK INSTALLABLE

34%

LUCKY 1200 OWNERS – NOT!


One for every day. Or you could have a day off on Sunday and take two on a Saturday.

The standard version comes on four disks, but there is an AGA version that needs five disks to run the same program. OK so the pictures are a little clearer, but they don't really make the most of the 1200's graphical capabilities. And with five disks you would expect a bit of animation.

NICKY 2



With stars in his eyes, Nicky flies high and then attempts to land between the siamese slug twins, and so separate them at last...



There's nothing Nicky likes more than stamping on small frogs, but he'd better watch out for Mummy.

This one's got a bit of a strange story. After rescuing his grandfather in *Nicky Boom*, the sequel finds Nicky, with his magic goose, trying to rid the forest of the evil witch who has also taken all of Nicky's toys and scattered them everywhere. I suppose that's one excuse for messing up your room. Er, "Mummy, the wicked witch chucked these toys on the floor, not me".

Anyway, back to Nicky and his magic goose. The goose can't be that magic because it can only carry Nicky around. If it was really magical then it would do things for him or magically open doors or something. It doesn't even come to Nicky – he has to go and fetch it. Most of the places the goose can go, Nicky could get to under his own steam.

Getting on the goose is a doddle – one press of the firebutton and you're all ready for flight. But getting off the thing is a different matter entirely. When you're being attacked by a killer bee, for example, and you're trying madly to get off the goose so that you can blow up the bee with a fire cracker, it's impossible to get off the thing before you die. But of course when you don't want to get off the goose when you're firing at something, you can rely on Sod's law that you will end up falling off.



The two main weapons at your disposal are fire crackers and ultrasound whistles, as well as the bog-standard stones. The fire crackers look like sticks of dynamite and have a similar effect. The whistles destroy all the monsters on the screen and help dislodge bonuses when they're out of reach and both can be found lying around, usually near where they are needed.



Nicky edged his way along the moss-covered ledge, playing chicken with two rabid rabbits.



Double maths didn't seem so bad compared with bowling monkeys and man-eating plants.

There's the standard selection of monsters for a forest setting: killer bees; realistic spiders and rabid bears you'd rather not meet on a picnic in the woods. You can kill these by jumping on their heads, and they subsequently turn into toys that you can pick up. The toys are also dotted around the game and hidden behind magic walls. Keys litter the landscape and are used to unlock treasure chests and doors to other parts of the levels.

There are hidden ladders, collapsing bridges and falling masonry to inject an element of danger into the proceedings. As well as the toys and weapons there are 'useful' things like logs (which look like swiss rolls) to build bridges and magic mirrors to transport you into rooms filled with treasure.

The original *Nicky* game was cute and playable, and so is this one, but nothing has been improved upon. When there are games like *Arabian Nights* and *James Pond* around, games like this are not worth the time and money. Sequels should improve on the original, not merely be an extension of the first game. If you haven't got *Nicky Boom* then this sequel is probably worth getting, but if you have then don't bother.

Andy Nuttall

IT'S A BIG, BAD WORLD OUT THERE



The latest turn in the Daze circus is Nicky, here shown executing his famous star-spangled leap over three spikey things and a spider.



Nicky stepped into the quantum leap accelerator and vanished. He appeared the other side of the wall, rather than in someone else's body.



Suddenly the colour drained out of the land, snow and ice covered the roads and wizards started to walk around in pairs.

NICKY 2



PROGRAMMER
Microids

PUBLISHER
Daze, 071-328 2762

PRICE
£25.99

RELEASE
Out now



GRAPHICS
Nothing new in animation.

SOUND
Bouncy music and effects.

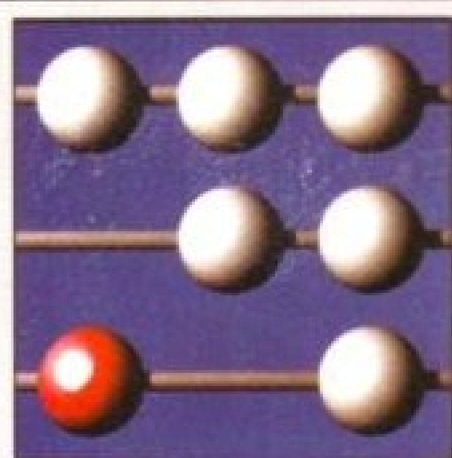
ADDICTION
Not much to draw you back.

PLAYABILITY
Fun to play, but not for long.

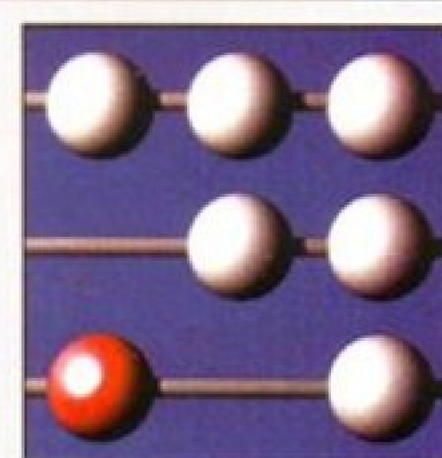
VERDICT

"Typical cutesy platformer with cute monsters, cute music and cute graphics, but when all your lives are gone, you don't want to play on."

72%



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Amiga Computing

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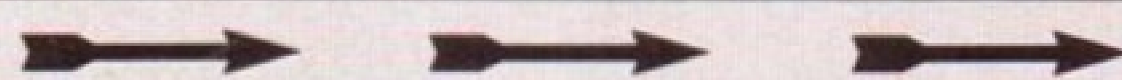
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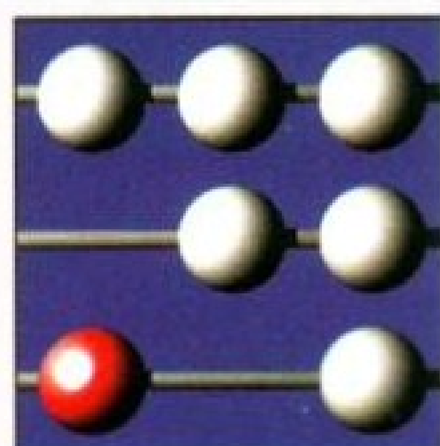
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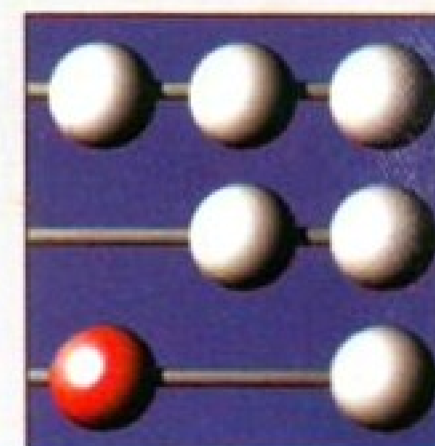
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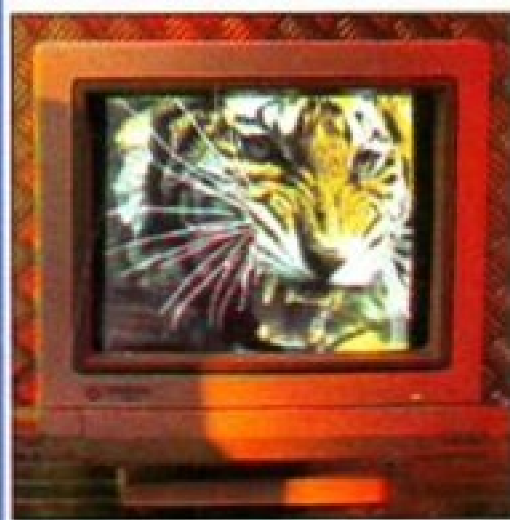
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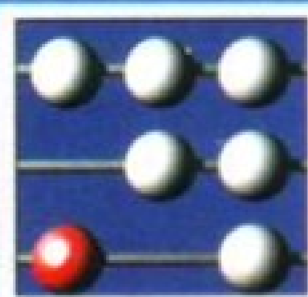
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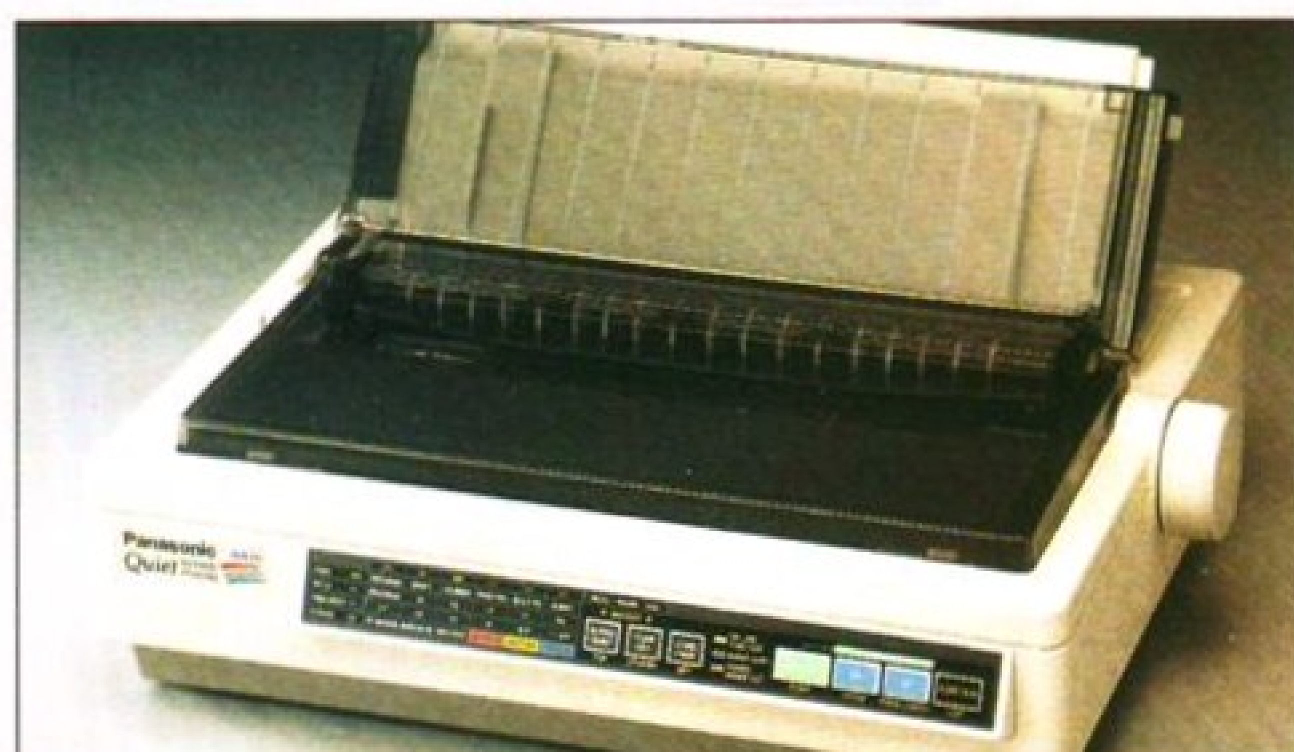
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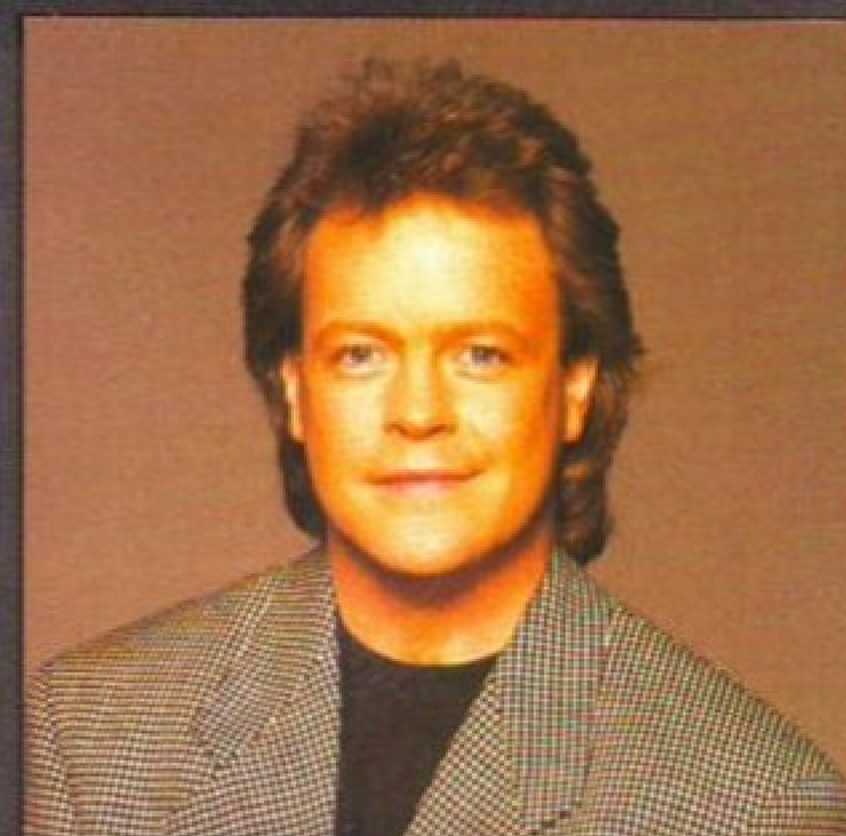
Bruno Brookes

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Hints and Tips

To save memory on the A1200HD/A4000HD using the boot option screen by pressing the both mouse buttons when resetting. When the menu appears select BOOT OPTIONS You will see a list of drives. Disable HD0 and HD1 then boot to floppy disk. Workbench for example , this will save 40 - 50K. Useful for animation sampling.



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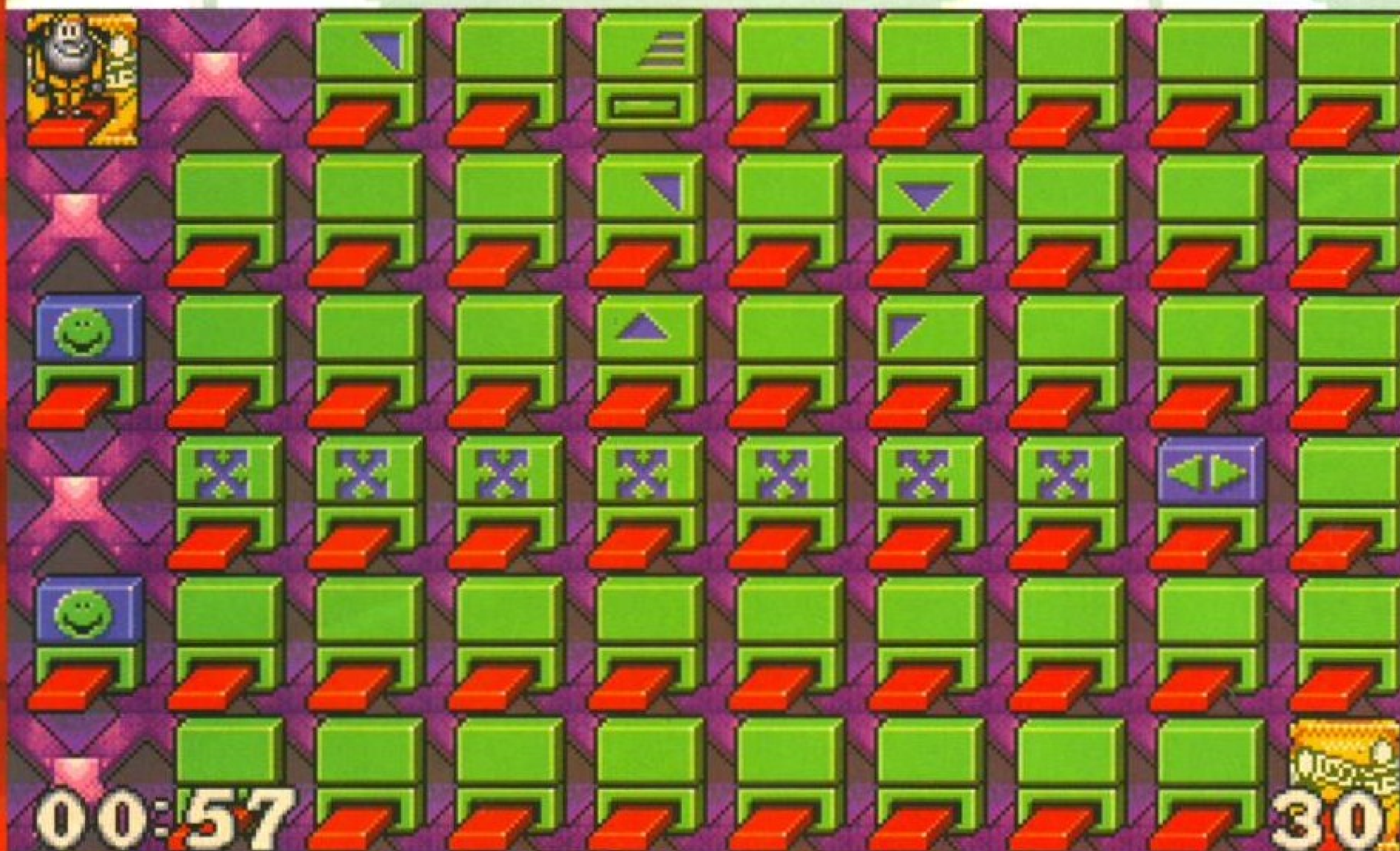
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Level 30 looks like the mother and father of all levels, but a few choice jumps soon sees it completed. The secret is to make use of the ray shutter platforms and let them do all the hard work. Cheesy peasy!

ONE STEP BEYOND

If it's a taxing and fiendish puzzle you're after, then you may be disappointed, but if you like cheesy, corn flavoured snacks you're in luck...

Hey You! Don't watch that, watch this... Erm, no! There are no pyjama wearing keyboard players here, just an average puzzle game and a heap of product placement. This is the follow up to the spiffing *Push-Over*, and like that game it's a no holds bar, advert for Quavers. Once again there is some stupid precept for the game involving Colin Curly, you know, the bulldog in the yellow suit. But this time, he is the 'hero', and ant-y hero GI is nowhere to be seen.



Colin has entered cyberspace. In true *Tron* fashion he has been miniaturised, then digitised and is stuck in his own (distinctly generic) computer. We won't go in to the details of how Colin gets in there, but suffice to say if you buy the game you will find the whole first disk of the two disk set is a (nicely animated) intro sequence that you can't skip, no matter how many mouse and fire buttons you press. The problem is that the first disk, the one that could have been full of more and better levels, is just a commercial. And guess what?



Take too big a fall, which is more than two tile depth, and Colin cops it!

Although it's a two disk game, does it make use of two disk drives? Don't be stoopid. My other gripe about the intro is it keeps pausing while the disk is accessed. The thing is, if PD coders can run a non-stop animation, why can't Ocean's finest manage more than five seconds at a time?

So once you've endured the advert, you're bound to get a first class game. I mean, after they got all that corporate cash, they must be able to devote twice the time to coding and game design? Well don't hold your breath, but at least Ocean have passed some of the benefits of sponsorship on to the end user in the form of a reduced price.

Tricky traverses

Somewhere, beneath the layers of corporate bull, there is a game in here. It's a puzzle game. Colin, trapped in these silicon valleys between microchip mountains, has to traverse a series of tricky screens to get from one Quaver zone to the next. Each time he reaches a Quaver zone he gets to dive into a huge (oh! hold on a minute, Col's been miniaturised, so the packet's only normal sized!) pack of cheesy snacks.

Colin gets through each screen by jumping from one Quavers packet to another via a series of red platforms. Hey, this is a platform game! But every time he leaps off a platform the thing disappears. So it's basically a get from here to there without retracing your steps sort of a thing. But there are complications. Colin can jump up to two platforms, so he can retrace his steps if he is careful and uses alternate platforms.

WHAT THE PLATFORMS DO



The basic platform shuts after one jump.



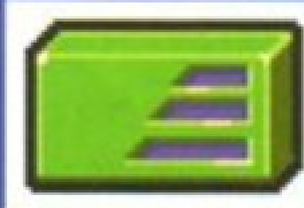
These stay open regardless.



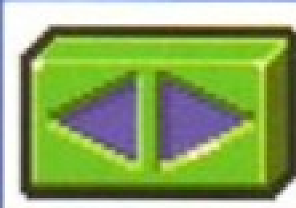
These platforms must be closed in order.



Timed platforms close after a delay.



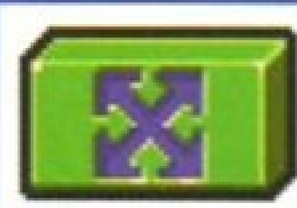
These retract and extend alternately..



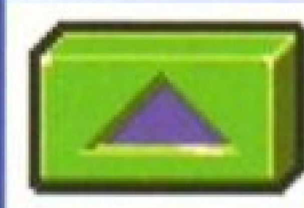
These retract neighbouring platforms.



These extend neighbouring platforms.



Ray shutters close all diagonals.



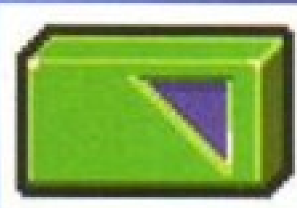
This jumps you up by two levels



This drops you onto the next level.



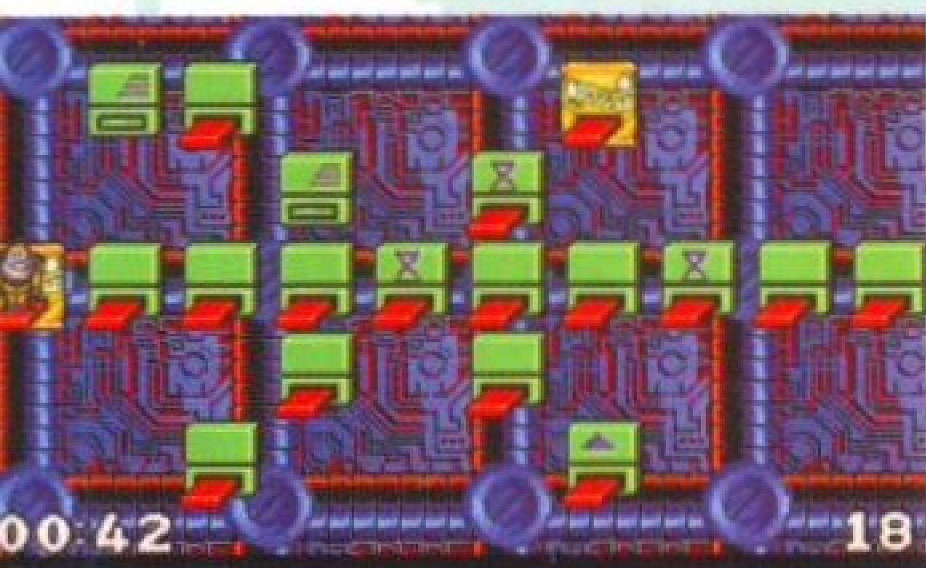
Sends you diagonally to the upper left.



Sends you diagonally to the upper right.



The first disk of *One Step Beyond* is a huge great advert for Quavers, masquerading as an intro animation. There's no way to get past it, no matter how many fire and joystick buttons you press. So just grin and bear it! The animation is really quite nice, but the programming is god-awful, after every few seconds the animation stops while more graphics are loaded. This



This level is a difficult one, getting the timing is important, and the time limit is tight.

And he can only jump diagonally up and down, and straight down. Wait a minute, there has to be a better way to say that. Ah, yes! Colin can jump in any direction except for straight up, because if there's a platform for him to land on, then it's in the way of him jumping vertically.

There are, of course, even more complications. Some platforms don't behave like all the rest (see What the platforms do box). So in the end you're left with a game which is similar to *Skweek*, or *Bombuzal*.

Not hard and not clever

Games like this are always entertaining for the first few levels. Whether they survive beyond this initial interest depends on the difficulty curve and the ingenuity of the puzzles. Sadly *One Step Beyond*'s curve is too shallow, at first playing I motored through to level 25 without a mishap. And even when the levels get more difficult, they are just more difficult. Not fiendish, tricky, or clever... just hard. So finishing them simply isn't rewarding enough.

The backgrounds, animation, and control method are gorgeous. But these are a distinct second to gameplay. And while *One Step Beyond* is no dog, there's just no feeling of accomplishment at the end of a level.

The weakest verdict for a game review is the 'If you like this type of game, you'll like this' kind. But what can I say? If you like shoot-em-ups then you'll love *One Step Beyond*? If you hate puzzle games, then this is the game for you? I can't say those things, for a start they aren't true and the fact is that if you do like puzzle games, you'll probably like this. But the chances are that you'll find the problems much too one dimensional and simple. If you don't like puzzle games, it's a real brain teaser to think of one reason why you have even read this far!

Marcus Dyson



is the price you pay for commercial sponsorship, the upside is a £19.99 price-point.

ONE STEP BEYOND



PROGRAMMERS
Dynafield Systems

PUBLISHER
Ocean Software
061 832 6633

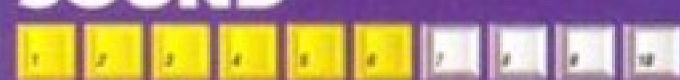
PRICE
£19.99

RELEASE
27 August


HARD DISK INSTALLABLE

GRAPHICS

Simple and colourful.

SOUND

Lemmings-like tunes.

ADDICTION

Not what it could be.

PLAYABILITY

Easy to get to grips with.

VERDICT

"This smooth and playable puzzler is a treat. But it's simply not rewarding enough to give you the necessary feeling of accomplishment"

78%

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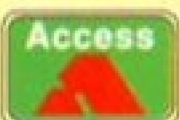
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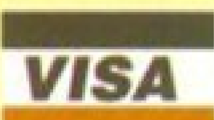
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Options, options, options... so many of them and so little time. This golf stuff isn't all bad dress sense and putting 12 woods from the tops of trees you know. There are decisions to be made too.

INTERNATIONAL OPEN GOLF CHAMPIONSHIP

If your swing needs working on, or if your putting's not quite perfect, get some realistic game practice in with Ocean's new sport sim.

Clubbed to death in a Pringle sweater on the fifth in the Nevada desert. A man was today arrested for using a one iron on the green. He did it, he said: "Because the pool of blood caused by my hacking off the head of my skins opponent with a pitching wedge made the lie unplayable with a standard Ping putter." Oh yes indeed, golf can bring the worst out in a human being. The worst dress sense, the worst excuse for drinking, the worst reason for taking a good walk. So how have Ocean and The Really Interesting Software Company, oh and Pringle – the people who are sponsoring this game and who used to make the slacks and sweaters worn by Southend Utd fans in 1986 – emulated this sport?

Not badly really. If you are one of those Amiga gamers that comes into the 'I demand realism from my sports sims' camp, the kind of person who worships the ability to check brake linings on driving games, the kind of person who sees choosing player sponsorship as more important than goals in footy games, then you're going to be reasonably impressed by *International Open Golf Championship (IOGC)*.

And there's another plus for gamers who are just into games – *IOGC* not only wins prizes for having one of the longest games names ever (beating *PGA Tour Golf* by a good head) it also does what many people thought was the undo-able, it adds something to the genre. That's right, many of us pundits had been crying out for some software house



You should see this background in motion. In fact you can see this background in motion if you use the little camera icon thingie. This gives you several views, including the rather metaphysical 'Ball's Eye View'. The only problem is that it all goes so incredibly slowly. Fore!



Urgghhhh! What's all this blue stuff doing on the pitch ref? That's a water trap you fool, and it's not a pitch, it's a course. Now rehit the ball.



Like this you mean? The young lad in the yellow Pringle shows exactly what he can do with a strip of metal and a pair of white towelling socks.



And here's his Boss teeing off from a point slightly above Cardigan Bay. Watch the water Mr Smithers! And watch that bloody huge divot too.



A six iron from the rough over Cardigan Bay and into the sand trap on the 9th. That's a good way to lose to the Boss. Double promotions all around!

somewhere to get rid of the bar for power and snap that was taken to its zenith by *PGA Tour*. We demanded something new, some more realistic way of playing Amiga golf. And someone listened.

Slow mover

We'll leave what this exciting new thing is for a while and talk instead about the fact that this game is obviously a PC port, and quite obviously needs a powerful PC to run it. The reason for this assumption is that running on a standard A1200, everything seems to run at the speed of Jack Nicklaus sprinting for the Sunday papers while submerged in a bucket of honey and custard.

All the 3D effects, the million camera angles, the choice of skins, fourplay, strokeplay or matchplay; the fly-by, the fact that a putt of two yards or less will be sunk for you, all these options are undermined by the sloth of the whole thing.

Now this doesn't mean that *IOGC* is not the ideal mid-point between *Links* and *PGA*, because it is. While it lacks *PGA's* speed and simplicity of gameplay, it does include the myriad options and good-looks of *Links*. It just means that the screen can get too cluttered and the ball does travel too slowly.

And now the moment you've been waiting for... the big difference in gameplay is in the way you actually hit the ball. Where other golf games make use of the bar with one click of the mouse for power, and one click of the mouse for the 'snap' (whereabouts you hit the ball, either in the middle, to the left or to the right), *IOGC* uses an elegant system comprising four levels of power (full, three-quarter, half, and quarter) for each club. You simply click on these. Then you actually get to see the ball and choose where on it you are going to hit. This is achieved much in the same way as many Amiga darts games by using a defining targeting point with a built-in wobble. You get to see a small image of the ball (and its lie) with a small point that floats around, you then have to position the point in the ball and click the mouse when you're happy. This system really does knock spots of the older method by involving you in a far more realistic approach to your play – every shot has to be different and this means that your concentration has to be at optimum all around the course.

The downsides

The two versions we received for review, one worked fine with the graphics coming up a dream, one A1200 (another A1200 lost the left-hand screen but that was probably the machine's fault) but the other set of four disks showed horribly corrupted sky and background graphics. Advice here is to try the game before you leave the shop with it (if you're buying mail order, make sure they'll accept faulty goods on return).

Another downer is the inability to choose your own clubs! You are stuck with a basic set of woods, irons, wedges and putters, and this collection does not include the trusty old one iron! A nightmare for most serious, late night, bourbon drinking Amiga golfers.

The upsides

But to finish on the upside you can choose three levels of skill, although it is only on Master that things really get interesting with the wind coming into play. All in all, *IOGC* is far from classic but nearer to very good than you might expect. Also, the Pringle sponsorship really makes a difference. I really must go and pur-chase an expensive (but very high quality) sweater right now!

Richard Jones



And his career rests on this game. Any sane man would miss this shot and put a smile on this boss's face. Nahh mate, boogie the old niblick!

INTERNATIONAL OPEN GOLF



PROGRAMMERS
Dynafield Systems

PUBLISHER
Ocean 061 832 6633

PRICE
£25.99

RELEASE
September



HARD DISK INSTALLABLE

GRAPHICS



Bit cluttered, but not bad

SOUND



More 'Shhploot' than 'Craack!'

ADDICTION



Amiga golf is always addictive

PLAYABILITY



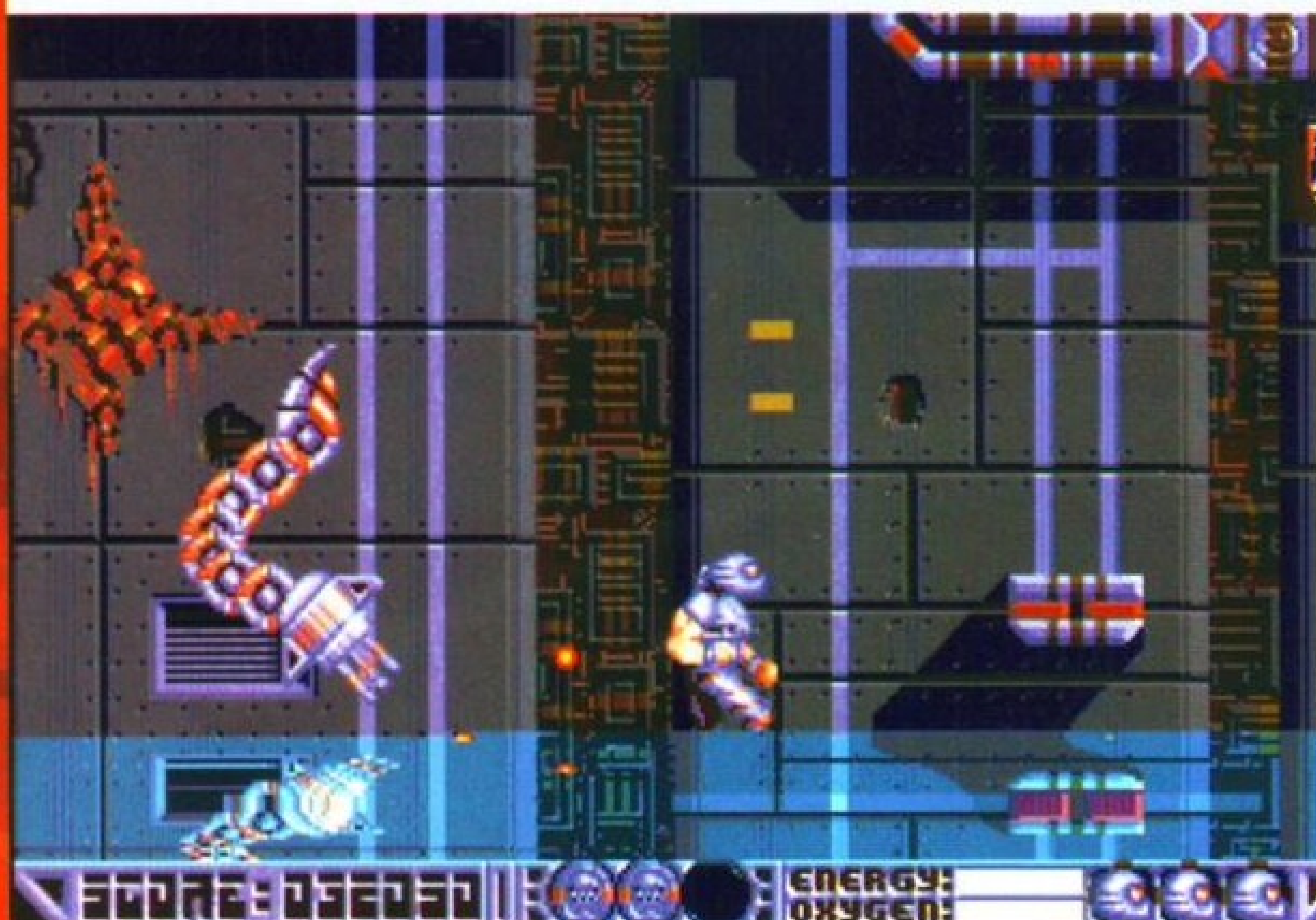
Loads of well planned options

VERDICT

"*International Golf's* gameplay is better than *Links*, but it doesn't match the speed and simplicity of *PGA*."

80%

DEEPCORE

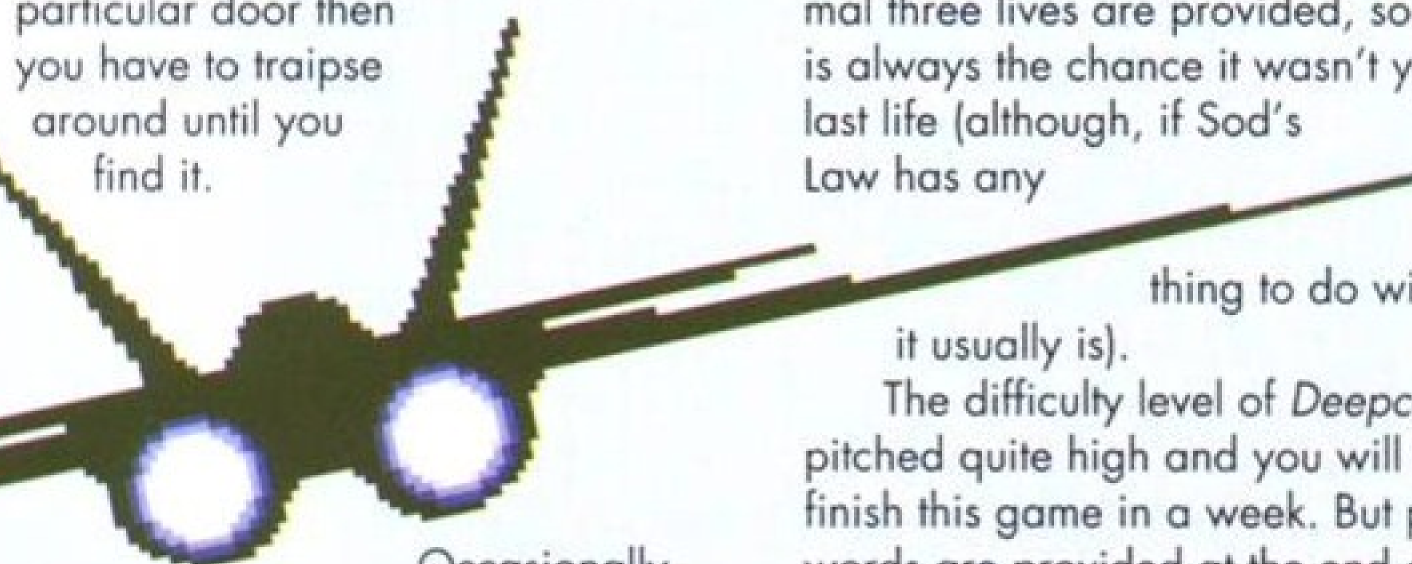

Snakes alive! Captain Dawnrazor faces yet another of the station's unusual and not always friendly new inhabitants. Now where was that power-up?

Who remembers James Cameron's special effects extravaganza *The Abyss*? Well for those who don't, get it out on video, and for your information it was set in a research station that was on the bed of the Pacific. Surprisingly, this is much the same setting that *Deepcore* uses, along with a liberal helping of a style that's reminiscent of the Bitmap Brothers' *Gods*.

But *Gods* isn't the only game which springs to mind when playing *Deepcore* – the introduction is stylish and smacks of Psygnosis on a good day.

In ICE's latest platformer the plot is the usual fayre – aliens have invaded and it's up to you, Captain Dawnrazor, to clear 'em out. *Deepcore* requires all the usual jumping around from you, collecting the occasional power-up and shooting anything that moves.

The game is divided into three different sections, and these are then subdivided into three, so there are nine large levels to explore. Each section has a different graphical style and as you get further into the game new elements are introduced. These include lifts to aid you in your exploration of the platforms and bigger, nastier, altogether tougher aliens. Finding your way round each level is easy, it's just a case of finding the right keys to open the locked doors which block your route. So if you don't have the correct key for a particular door then you have to traipse around until you find it.



Occasionally doors can be shot at and blown up, but this is fairly rare.

Deepcore looks and sounds good; it's professionally drawn and has some sleek little touches – puddles of water at the bottom of the screen reflect the action at 180 degrees, and ripples like... well water really. There are some neat mechanical samples for the machine-like aliens, and the water dripping is a constant background reminder of where you are.

Dotted around the levels are stacks of enemies of all shapes and sizes, and this is what helps maintain your interest in the game – wondering what the next alien will look like. What's disappointing about the aliens is their apparent lack of intelligence – they just walk (or fly) forwards and backwards along set paths. This makes killing them easy because you know what they are going to do next, unlike in *Gods*, for example, where the enemies are far less predictable.

Playing the game is fun. The control of Captain Dawnrazor is flexible – he runs and jumps as you would expect. Also useful is the ability to fire and change direction in mid-air. Doors are used by pushing up and fire together when you are standing directly in front of them. But this causes the only complaint we have about the control system. When you are standing in front of a door it is not possible to duck or jump. So, quite often, as you come out of a doorway you are stuck in the line of fire. Not an ideal situation if your last sliver of energy disappears in a hail of unavoidable fire! As per normal three lives are provided, so there is always the chance it wasn't your last life (although, if Sod's Law has any thing to do with it, it usually is).

The difficulty level of *Deepcore* is pitched quite high and you will not finish this game in a week. But pass words are provided at the end of each section which save you from having to trudge through all the early levels again. However, although this game takes some time to complete, it doesn't have an addictive enough edge to keep you coming back for more, which sadly is *Deepcore*'s only real downfall.

Andy Nuttall

DEEPCORE



PROGRAMMERS
Dynafield Systems

PUBLISHER
ICE 0453 756993

PRICE
£25.99

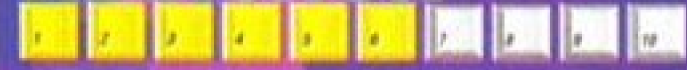
RELEASE
September

GRAPHICS

Sleek and effective

SOUND

Creates great atmosphere

ADDICTION

Doesn't have the edge to keep you interested

PLAYABILITY

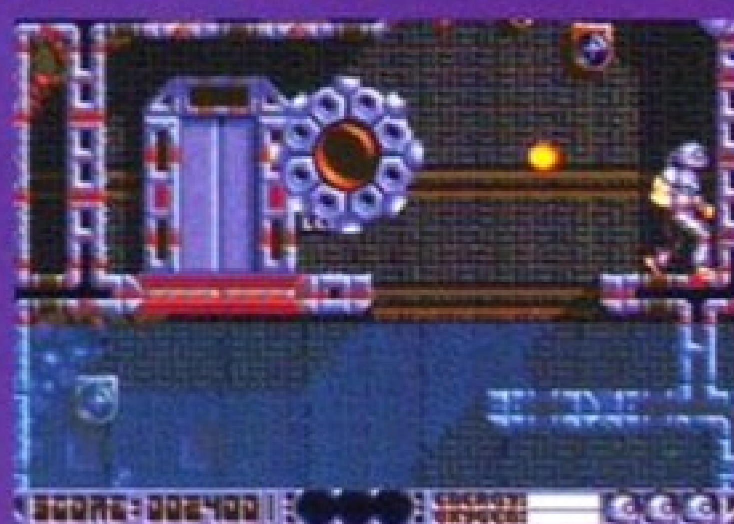
Large playing area will take a while to finish

"Aliens and the confined levels are a great combination, and Deepcore has both in abundance. But unfortunately this platformer lacks the gameplay to really sparkle."

70%

BACK TO BASICS – IT'S KILL OR BE KILLED!


"It'll be easy killing aliens," they said. But they didn't say to bring my swimwear and armbands.


Bigger, badder and nastier. The aliens make a comeback in the later levels of the game.


Walking brains? In green! Not very pleasant, but can the Captain survive this latest assault?

DOGFIGHT
80 YEARS OF AERIAL WARFARE

The thrill of pure face-to-face air combat



Dogfight is the first pure air combat simulation from MicroProse: one-on-one action, duelling for supremacy in famous aerial conflicts. Eighty years of air ace skills crammed into one game. From a WW1 Fokker Triplane to a modern Fighting Falcon, you'll experience heart-thumping thrills as your enemy closes in on your 'six'. There's no room for errors; one wrong move and you're history!

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MICROPROSE®
Seriously Fun Software

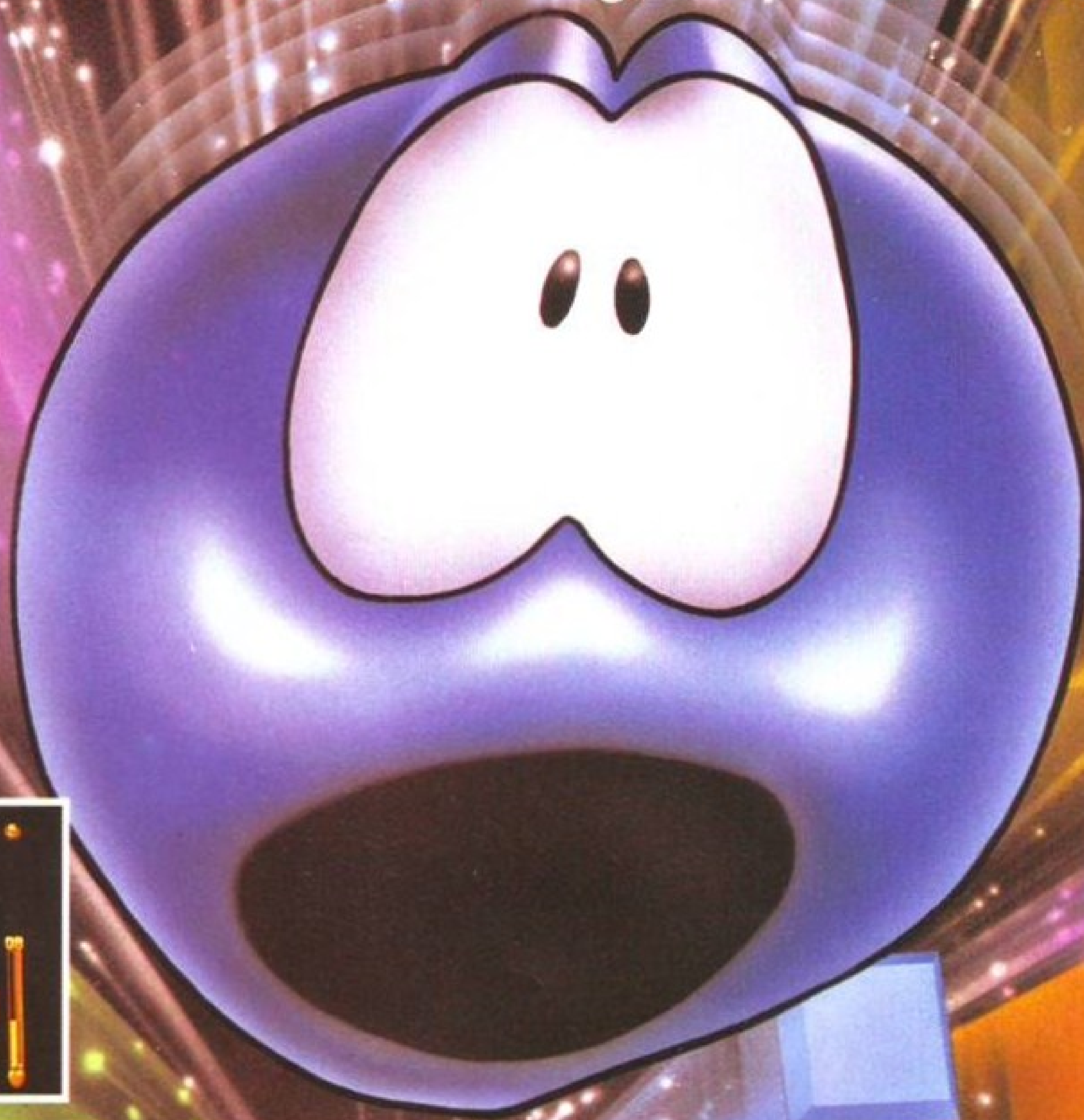
BLOB

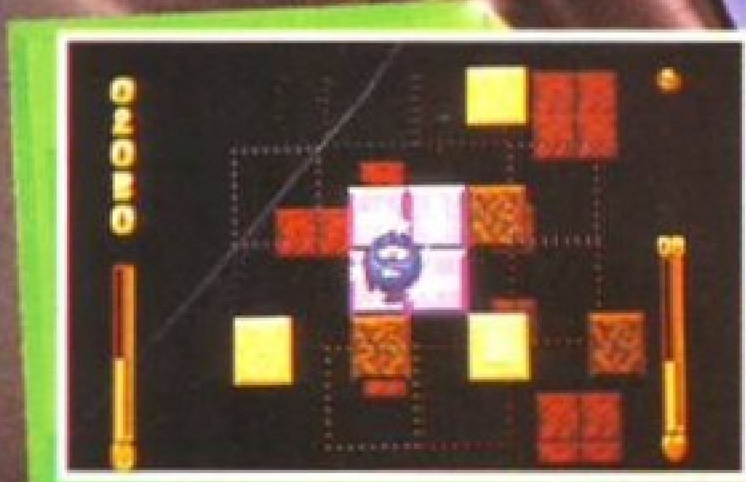
Imagine a universe of a different dimension - a dimension of height, of ground, of gravity and time. Here life is but a bounce away from oblivion for Blob.

Blob's spaceship has broken down whilst transporting a cargo of baby Blobletts. Parts of the ship have been lost and some of the Blobletts have wondered off in all the confusion.

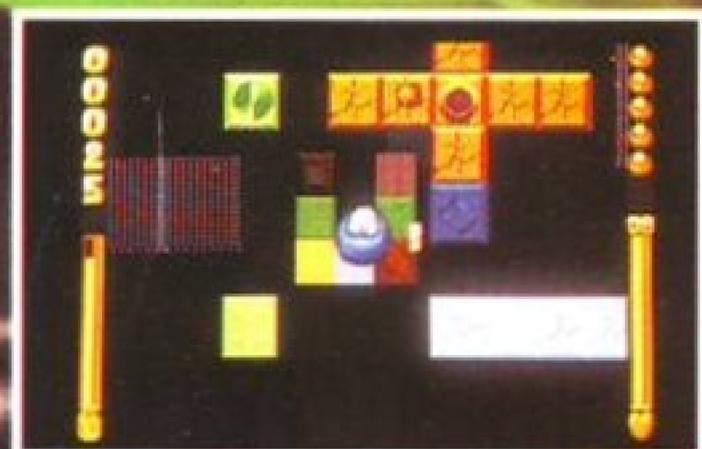
Guide Blob through 50 taxing levels of bouncy crazy puzzles, find all the spaceships parts and rescue any Blobletts that have become lost or trapped.

Live life on the edge - experience BLOB









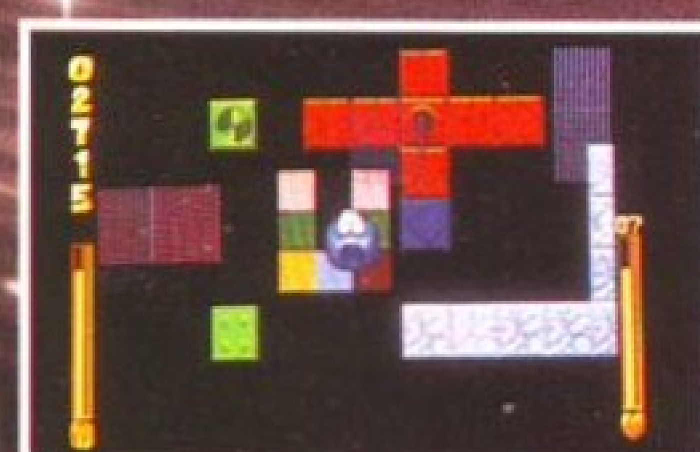




Available on Commodore Amiga (1 meg only)

CORE DESIGN LIMITED

Screen shots are from the Commodore Amiga version





Tradewinds House, 69/71A Ashbourne Road, Derby, DE22 3FS. Telephone (0332) 297797. Facsimile (0332) 381511

OVERKILL



PROGRAMMERS
Vision Software via Digisoft

PUBLISHER
UK distributor to be confirmed

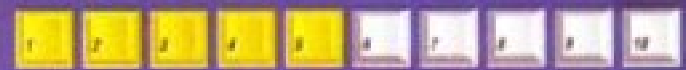
PRICE
£25.99

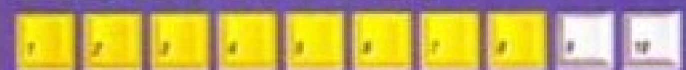
RELEASE
September '93

AGA ONLY

GRAPHICS

Could, should be better!

SOUND

No music, but decent effects.

ADDICTION

Kept me coming back.

PLAYABILITY

Smooth and easy to control.

VERDICT

" Frantically fast and superbly smooth. Only the graphics and lack of bosses prevent this *Defender*-style shoot-em-up from being of instant classic status "

84%


***Overkill* dispenses with the niceties, and delivers the bare essentials of a pure shoot-em-up. You want baddies? *Overkill* has them in abundance, but on their planet you define the word 'target'.**


Whil *Overkill* doesn't have end-of-level guardians, it does have long red things!


The last level has some of the most incredible parallax scrolling ever seen.

OVERKILL

If you die without playing *Defender*, then you will have lived an unfulfilled life. Even though it's ages old and had wireframe backgrounds and small sprites, the Williams classic is the game to which all others must be compared when it comes to playability in a shoot-em-up.

Mark Sibly of Vision Software likes *Defender*. He's already written the definitive *Defender* clone, *Defenda*. Now on his second commercial game (he wrote *Woody's World*) he has created a time-warped-to-the-Nineties *Defender* inspired shoot-em-up – *Overkill*.



Overkill is the world's first AGA-only game and is very playable. At first it looks a bit naff, but when you sit down and pick up the joystick, all vestiges of amateurism fall away. *Overkill* is fast – in the speeding bullet class – and it's smooth too. No matter how many baddies crowd on to the screen, it never slows down, and the animation is never less than rock steady. All of this in AGA, and with some of the most undetectable parallax scrolling ever not seen on the Amiga.

Although it takes its cues from *Defender, Overkill* isn't quite a clone. Admittedly it's still a horizontally scrolling shoot-em-up, you are still trying to protect men on the ground, and you can even collect them and carry them below your ship just like... *Defender*.

But there's no hyperspace in *Overkill*, and you can't actually lose your men, though you don't get an end of level bonus for saving them, either – rats!

Your little chappies are making a planetfall to find deposits of Trilithium crystals and destroy them. If your cosmic commandos don't succeed, the alien hordes will transmutate into even bigger and badder aliens. Smart bombs are replaced by a shield feature. You'll need it, but as Vision Software boss Simon Armstrong says: "The shield is for wimps!"

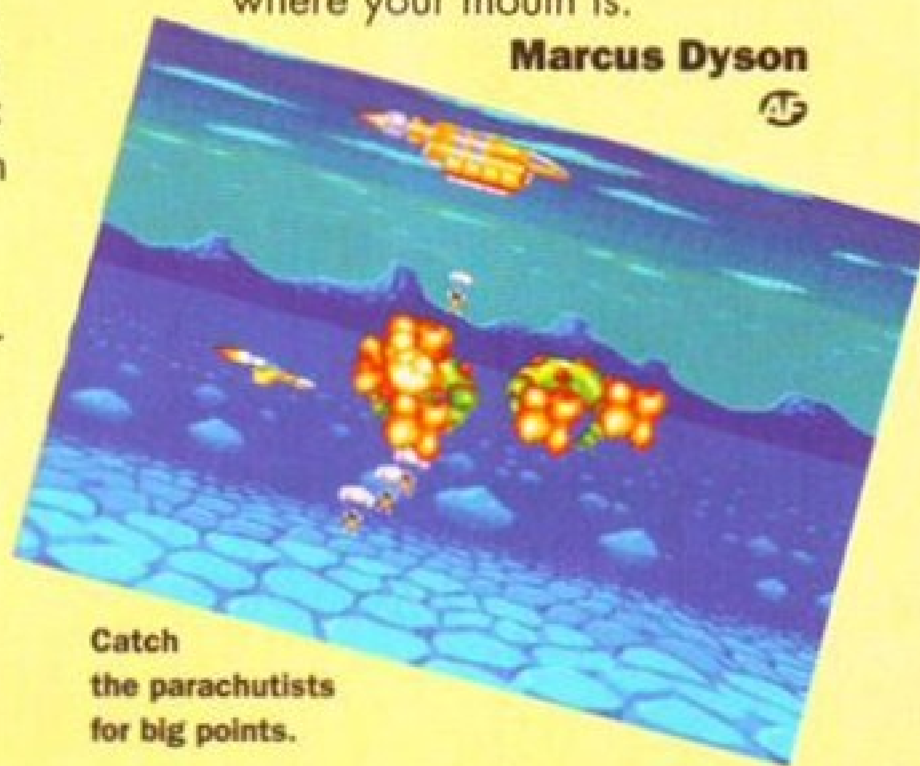
No game's perfect – this one comes on two disks but it doesn't make use of a second drive, which isn't as inexcusable as it sounds. The intro and code load from disk one, there is one disk swap and then you're playing. There is only one more disk swap needed to complete the game.

The difficulty curve is smooth, and though it's a tough number to complete, more variety in the behaviour of the aliens would not have gone amiss. The game also suffers from a distinct lack of super-bad end-of-level bosses.

Beefs aside, *Overkill* is fast, frenetic and fun, and it's AGA only. So if, like me, you have been bleating about the lack of A1200 software, now's the time to put your money where your mouth is.

Marcus Dyson




Catch the parachutists for big points.

A RUNNER NOT A PILOT


When your ship goes down, and it's damaged bad... **Your pilot's no fool, he's out and having it away on his heels...** **... before the ship turns into the inevitable fireball...** **... and blows itself to kingdom come in spectacular stylee!**

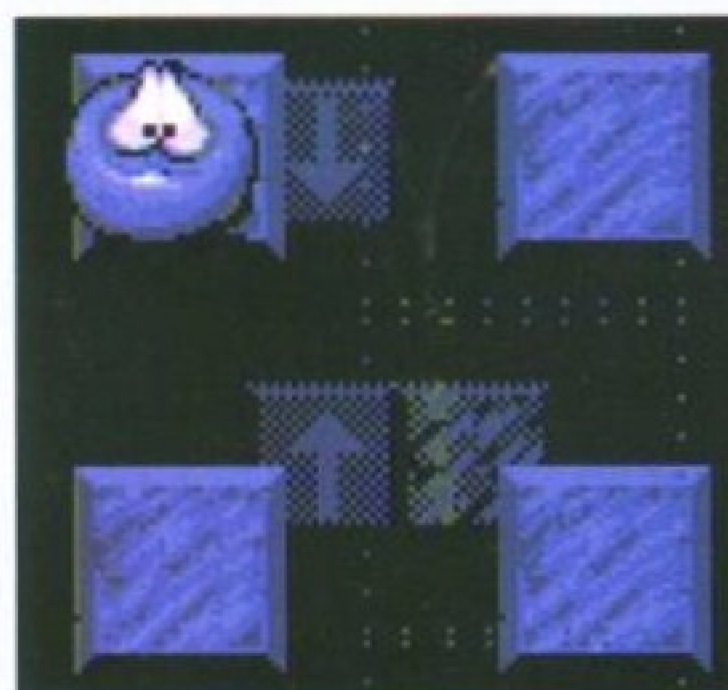
We all want to go to heaven, right? That's all Blob wants. This ball of gunge lives by a religion which preaches that those who do well in life will go to bouncy paradise and live forever, which sounds great. How much easier could it be?

Left to his own devices Blob would probably live a perfectly good life, but this turns out to be distinctly more difficult than you might expect, mainly because for a little blue drop of grot a good life involves completing 50 levels of excessive bouncing, huge precipitous drops and nerve-wrenching jumps into nothingness.

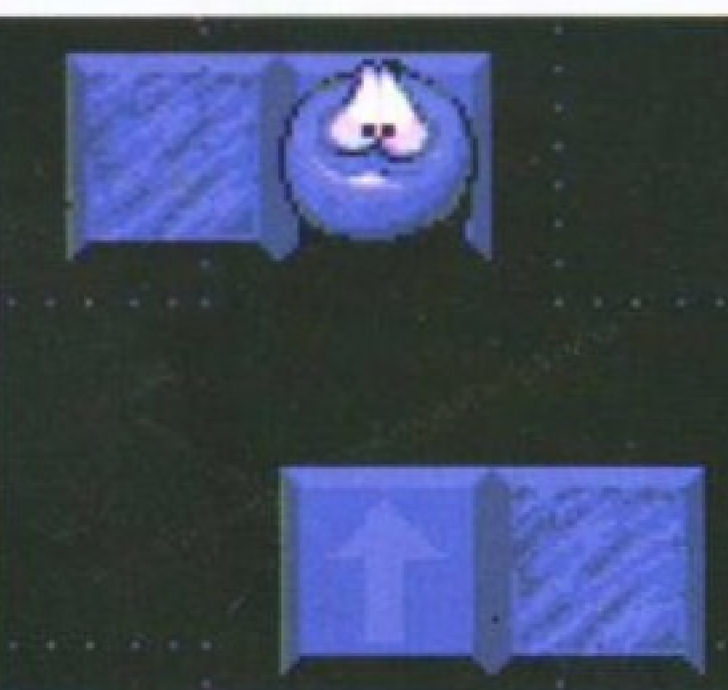
Relying on your gaming skill to help him live the saintly life of platform success, Blob puts his eternal future into your capable hands. What our ball-shaped chum does to help, basically, is bounce around all over the show, which gives this game a look and feel not dissimilar from the old 8-Bit classic *Bounder*.

The idea is that you guide this bouncing blue Blob around the levels of the game. Somewhat strange levels, mind you.

Did I say strange? No, that's an understatement. This game is unique. For starters, loads of coloured tiles hang in space at different heights giving it a depth (literally) that other platform games don't have – and aliens buzz around getting in the way, robbing Blob of all his vitality. All in all, this is one of the most original arcade games, in both style and presentation, that you've seen in a long while.



Meet Blob, the cute little blue guy with a rather pained expression. Obviously my gaming skills are somewhat lacking or he'd be more cheerful.



The next level down, and the arrows visible in the previous picture are what Blob is now sitting on. Follow the arrows to reach the exit.



Down again, and Blob's looking happier since he hasn't been dropped from a great height. In fact, I died and played the level again. Whoops!

BLOB

What looks a little like Putty but plays like nothing you've seen before? A platformer that takes you in and out of the screen as well as up, down and sideways, that's what.

'Orrible little lump

Levels can be completed in two main ways. The first is to find a tile that has 'Exit' written on it (whoah, better watch out – a bit of normality creeping in there). The second is slightly more interesting (and distinctly more difficult) and involves collecting all the 'collectibles' (the manual's word, not mine) on a level.

Collectibles are strange-looking little objects which sit on tiles in all the most unreachable areas of the levels, which essentially means that extreme contortions of the joystick are required if you're to get the little bouncing fellow anywhere near the requisite objects.

Occasionally before you can complete a level you have to save a set number of Spods as well. 'What the hell is a spod?' you may well be asking. Well, it's another blue, blobby lifeform, except smaller. OK? Glad we got that sorted out.

Hopefully by this time you're getting the general idea that this game oozes originality and variety. Probably the most unique aspect, though, is the very three-dimensional nature of the view and of the play. Just looking at the screenshots it's difficult to gain the feeling of perspective that you get when it's all moving around.



This 3D-perspective adds a whole new 'dimension' (groan!) to the gameplay. It also makes the control system more than a bit tricky to get the hang of, because you have to judge not only direction and distance but height as well. The poor blobby one is likely to suffer at the start, while your brain tries to adapt to thinking in three dimensions at the same time as staring at a two dimensional screen. Pass the aspirin...

Glob of grout

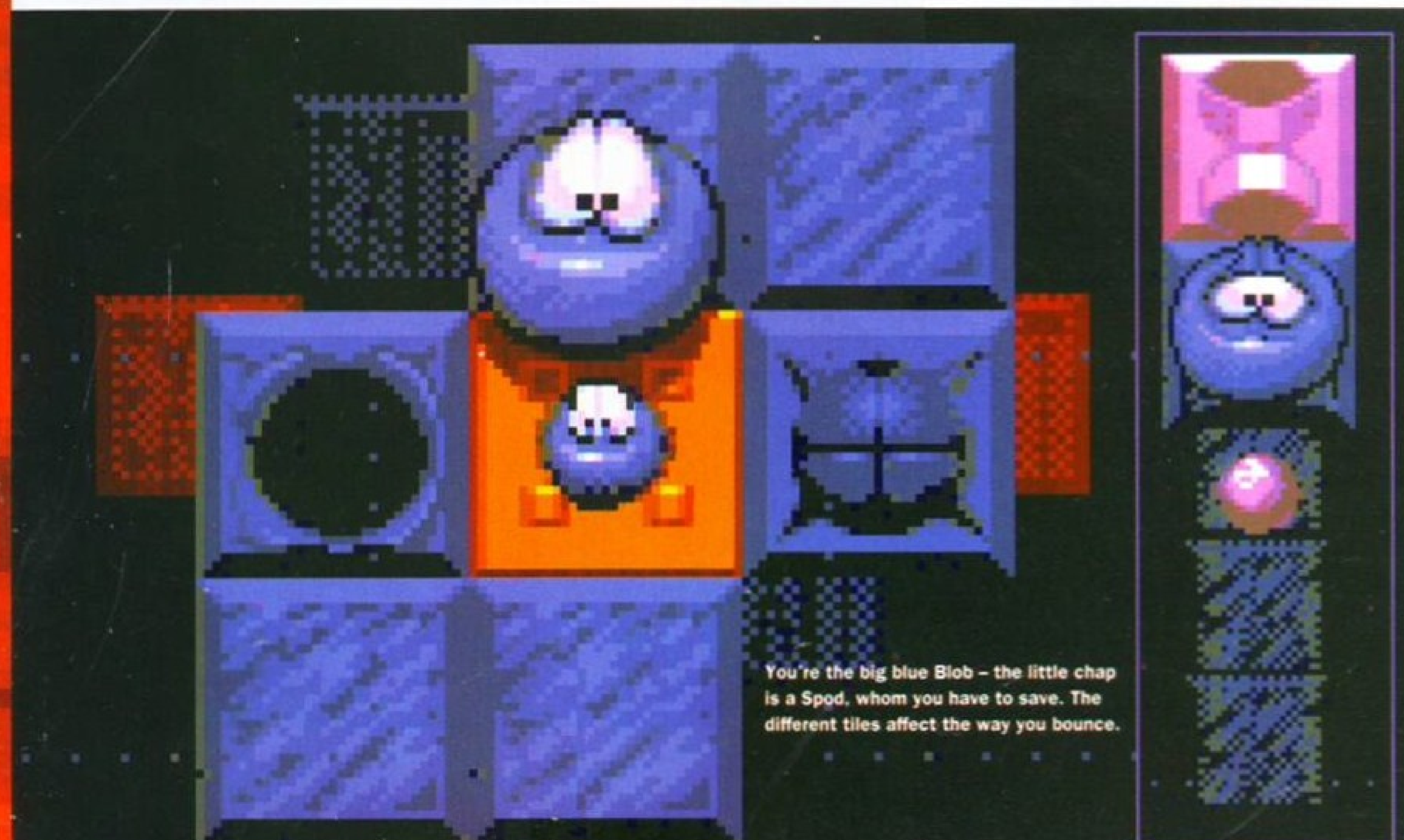
After fathoming out how to control the wee Blob, it's time to try to get somewhere. Landing on different coloured tiles has different effects on the way Blob bounces. Red tiles make him bounce much higher than normal while blue tiles stop him from bouncing almost completely as they absorb all the bounce energy, leaving him helplessly stranded.

Ice tiles leave Blob with no directional control when he hits them, which can often leave you yelling abuse at the screen while Blob goes skidding uselessly off into the void beckoning below...

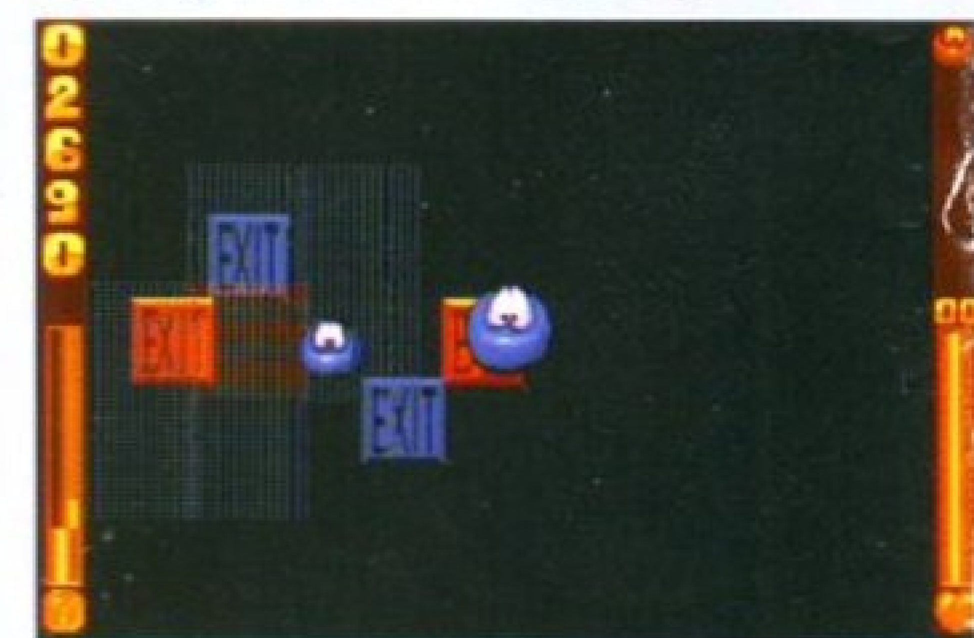
Other interesting extras to the levels are such joys as fans. These can either suck or blow: if they blow then Blob can float on top of the column of air, but if they suck then Blob is pulled down rapidly. Fans can help you to find hidden parts of the level, but more often than not they just mess up your perfectly positioned jump.

Switches abound throughout the levels and are used to turn hidden platforms on and off, which is extremely useful on the frequent occasions when there seems to be no way of getting to a particular platform. Some of the puzzles can be quite hard and require extremely accurate bouncing and occasionally a little luck to solve.

Landing safely after a bounce can be a problem because if Blob falls too far he can hurt himself on impact. This usually happens after bouncing on a red tile which sends



You're the big blue Blob – the little chap is a Spod, whom you have to save. The different tiles affect the way you bounce.



Exits galore. Try to get the Spod to follow you to the exit and you get more points. You also get to feel like a genuinely nice chap, for saving its life.

Blob into orbit. Tiles which Blob has landed on too violently often begin to crack and further excessive use of force will cause them to break completely. This can lead Blob to grief, particularly if you were relying on the tile that just disintegrated to save you from plunging to oblivion.

The one consolation for the all-too-frequent deaths is that it's really quite funny. Blob opens his mouth in a scream as he dwindles in size and disappears into the void, with all hope of ever reaching bouncing paradise cruelly destroyed by your one clumsy move of the joystick...

The expressions on the face of The Blobby One as he gets increasingly badly injured are amusing – he gets more and more depressed and eventually explodes as he dies.

The graphics in general are right up to the excellent standards we expect from cutesy platform games in this day and age, and they move beautifully too. The vertical enlarging and shrinking of the platforms as they get nearer or further is very well done and adds a great feeling of



The pink ball is an enemy; landing on enemies from a reasonable height kills them off in a satisfying manner, but miss and you get problems...

depth to the game. The feeling of stepping off the edge of a platform into gaping nothingness is really quite worrying.

'Wonderfully different', is perhaps the easiest way of describing this game. There is nothing else quite like it. Knowing that the next level will probably be even more weird than the present one is a great incentive to keep playing.

After a while you definitely begin to feel really rather sorry for the poor little blue Blob, and you can't help but identify with him as he tumbles to his doom yet again – though that's not going to stop you from resurrecting him and making the sad diminutive lump start all over again!

Cute platform games – we've got dozens. But this, like the classic *Nebulus*, takes a new viewpoint which makes a world of difference, as well as giving us all the puzzles and action we expect. A winner.

Marcus Dyson

BLOB



PROGRAMMERS
John Hilliard, Billy Allison (Gfx), Martin Iveson (Music)

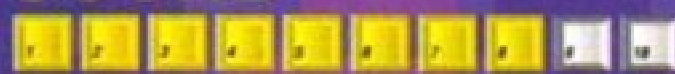
PUBLISHER
Core Design, 0332 297797

PRICE
£25.99

RELEASE
September '93

GRAPHICS


Pretty, cute, fast and deep.

SOUND


Blobby sounds, great music.

ADDICTION


Get off, it's my go!

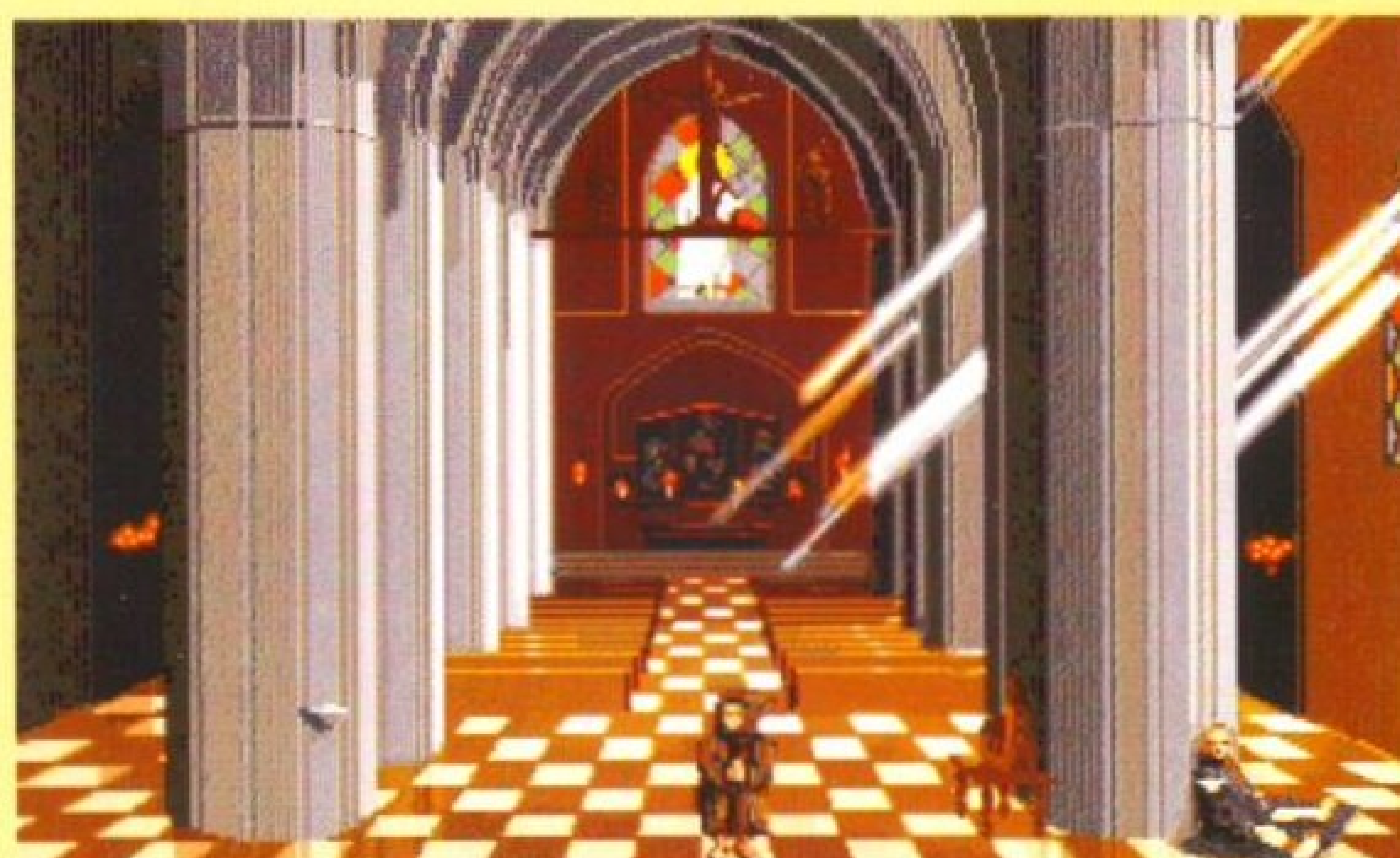
PLAYABILITY


Grab that joystick and play.

VERDICT

“Like the classic *Nebulus*, it adds a new viewpoint on top of all the action and the puzzles you'd expect from a class platformer. A winner.”

83%



Absolve your sins, donate to the poor and offer money for the church roof repair fund, these all help you in the popularity stakes. Money, always money, but the more you spend the more you stand to make. Besides, I'm sure the church coffers need a boost anyway.



Problems with your boats? Then this is just the place you need to visit. Easy terms and six months of interest free credit are some of the credit facilities not on offer. You even have to provide the raw materials for any new vessels you order.

THE PATRICIAN

Here's a brief history résumé for those of you who are not au fait with 14th century Europe. *The Patrician* is set in said period and you play the part of a struggling merchant. It was so different in those days – the continent was in constant state of change. The Hanseatic League – a sort of equivalent to the common market – governed European trading and its aim was to promote free trade between all the main cities. What a long way we've come in 600 years, eh?



The world is your oyster, well Europe at least. Any number of these places are just dying to buy your goods! Honest, they are.

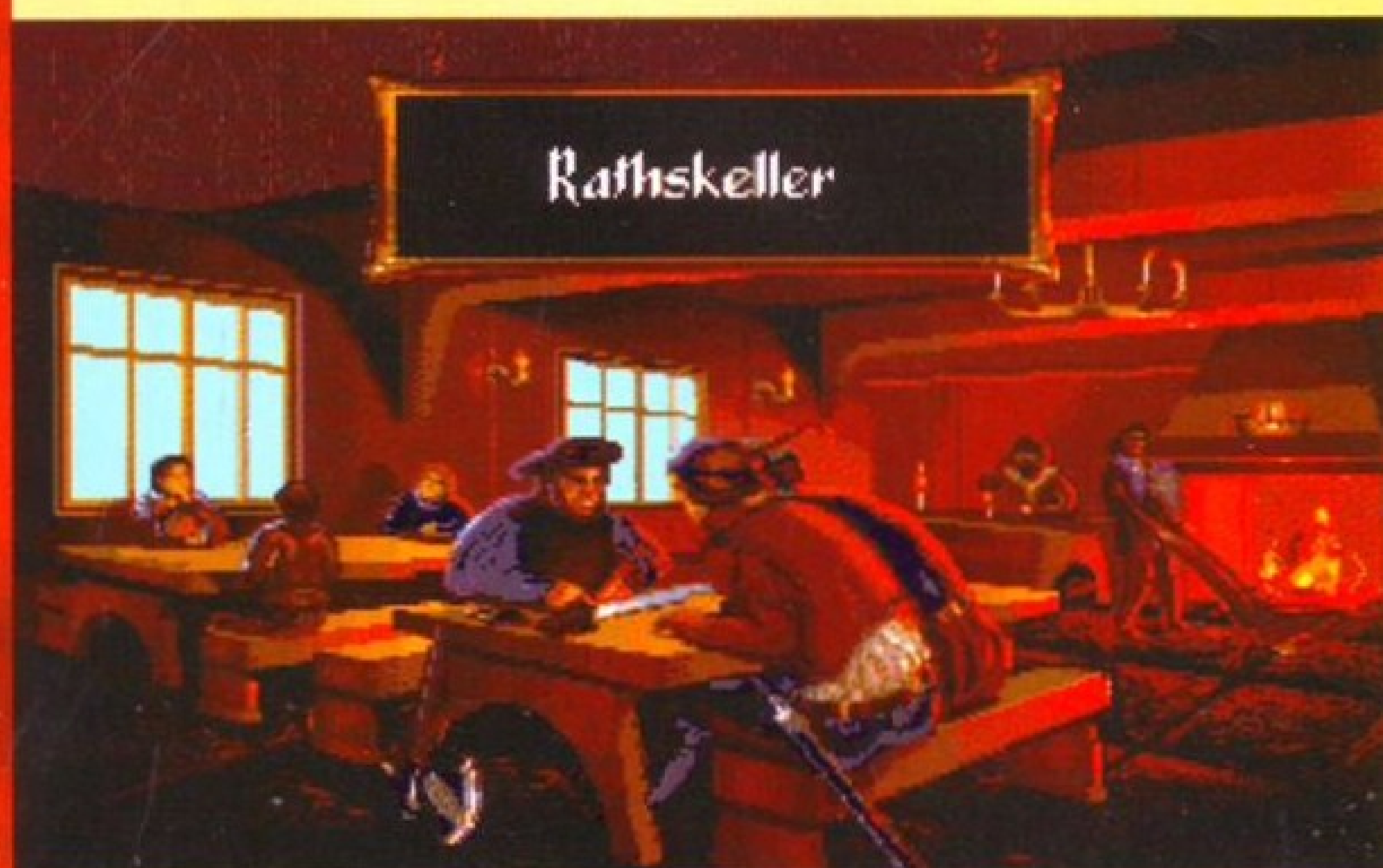
The League's council was made up of all the mayors of the major ports in Europe and was led by the Alderman. Although you start the game as a minor League merchant, your ultimate aim is to rise to the heady height of Alderman. To achieve this you have to trade first and make stacks of cash, which you can then spend on furthering your political career – money buys power – unlike today's democracies, Asil Nadir is living proof of that. Not only do you have to be loaded but you have to be happily married, otherwise people don't vote for you (as David Mellor will no doubt agree come 1994).

Enough politics – on with the gameplay. At the start you own just one ship and a couple of hundred Thala (currency). The way to increasing your readies is by trading which involves buying and selling (at a profit) the many types of goods available. This presents your first obstacle – trading is not easy initially and can often result in you drifting aimlessly from port to port unable to find a favourable price for a commodity you've got on your ship. If you get stuck with goods it is possible to store them in a warehouse for later resale. Of course, if you're very clever you could buy corn in the summer when it's plentiful and cheap and make a killing in a winter market place.

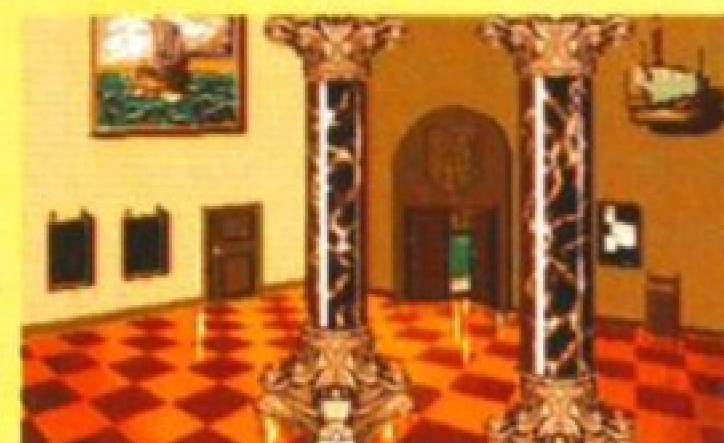
Loan shark

So the main problem during the early stages of your trading life is money, or lack of it. It can be incredibly frustrating to see a commodity such as wine or pepper at comparatively low prices and not being able to afford them. But this can be alleviated by judicious use of your limited funds and by trading cheaper items. Or alternatively, you can acquire a healthy cash flow by doing a deal with the Money Lender. This guy will organise loans, usually at exorbitant rates of interest, which can be repaid as and when you get enough money. But if you go over the repayment deadline, creditors will come snapping at your heels like a pack of voracious pitbulls. And if you haven't got the money they want, then it's bon voyage to one of your ships, which can be catastrophic if you only have a single vessel.

Fortunately, new ships can be built for you at any port of call. The ships available range from the small but speedy pinnace, to the heavy and wallowing galleons. Which one you choose will depend on how big your load is and how quickly you need to shift it. Constant use of your ships obviously takes its toll and ships get damaged, and your jour-



Down the local. The denizens of Europe collect and condense into the fine set of individuals you see arrayed before you. Getting wasted is not the best of ideas – see the guy at the back being dragged out by the friendly bouncer. Hiring and firing is your best bet in this watering hole.



Buy it, sell it, or even organise a convoy. Access to the highly exclusive (and expensive) trade leagues is gained here as well.



Come back down to reality here as the people tell you what they think of you. More often than not they don't even know your name.

PATRICIAN OFFICE

The piece of paper on the wall to the left of the map lists your debts and which town your creditors are based in.

The Window: clicking on this takes you back outside to the seafront.

The Little Book gives you all your personal details. Marital status, amount of money in your office and on board your ships. Tells you which ports your ships are docked at, number of people employed by you and property owned.

The Big Book: where you do all your buying and selling of goods. It is the basic trading mechanism.

The Big Map brings up the map screen where you decide on the direction of your ships.

The Quill Holder: this brings up a page giving game options. These include save, quit and the choice to play the arcade sequence.

The Telescope tells you about the town you are currently gracing with your presence. Things like population and name of the present mayor are shown.

neys take longer to complete. Repairs are easy if you have enough Thala, but if you neglect them then your vessels will flounder in a storm, or sink with a full cargo and crew aboard, which as well as being terribly sad, is economically unsound.

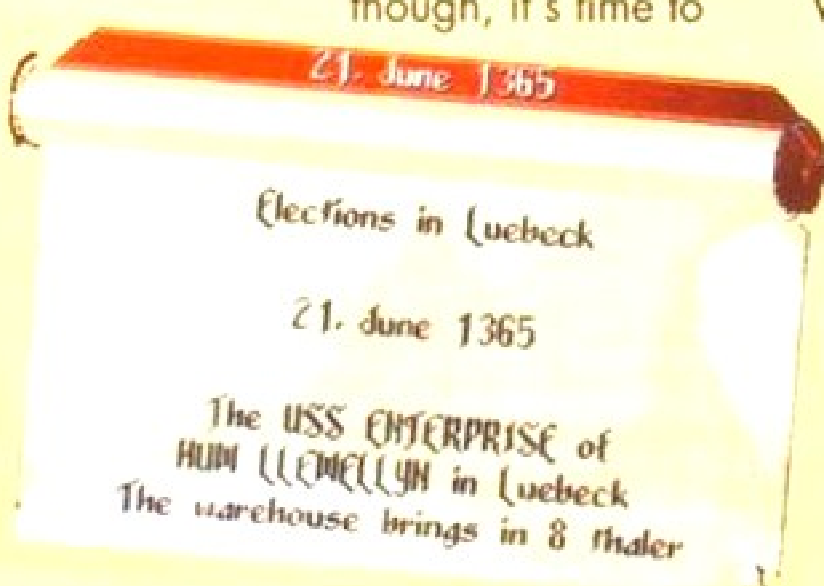
Boozing boss

Hiring and firing crew and helpers is done in the local watering hole, and this is done by clicking on the various people inside. Click on the drunks being dragged out of the pub to press-gang a crew at one Thala per employee, or if you want to maintain business at home click on the guys sitting quietly at the back and these will act as helpers at your warehouses.

The hard looking blokes at the front are your ordinary everyday dodgy arms dealers, whose services you need, because of the danger that lurks on many trade routes. The high seas are not a safe place to be – pirates, storms and even sea monsters can obstruct your route to fortune and fame. Even bad weather, the captain getting seasick, or even green toadstools growing in the galley can change your plotted course, or force the ship to find land, or worse turn about. When such incidents strike they can really screw up your planned trade route, dumping you somewhere you don't want to be. If you're particularly unlucky pirates attack your ship and you have to fight them off with weapons onboard. This fighting sequence is optional with the computer working out the outcome if you do not participate. If you lose, then another ship vanishes from your fleet at a time when your fleet should be growing.

Slide into the tub

Once you've amassed your fortune though, it's time to put the money to use on self advancement in the political arena, and hopefully becoming Alderman of the Hanseatic League. To achieve high political status you have to become popular enough to gain the confidence of the rest of the Hanseatic Council.



Where most of the game information comes from. Shows the passing of time and the activities of your opponents.

You can gain popularity in your home town in several ways. The first and easiest way is to throw a massive party for all the plebs. The only downer is the cost, but political popularity doesn't come cheap. It is vital to provide enough food and drink, otherwise the townsfolk go home hungry and distinctly sober; get them absolutely inebriated and they'll think you'll make a great politician!

So what exactly do you have to do if you need to regain vital votes? Well you can always bribe your peers. This is done at the local bathing house. Just slide into the tub next to them, and if you have enough money then they will arrange for you to get a few extra votes in the next election.

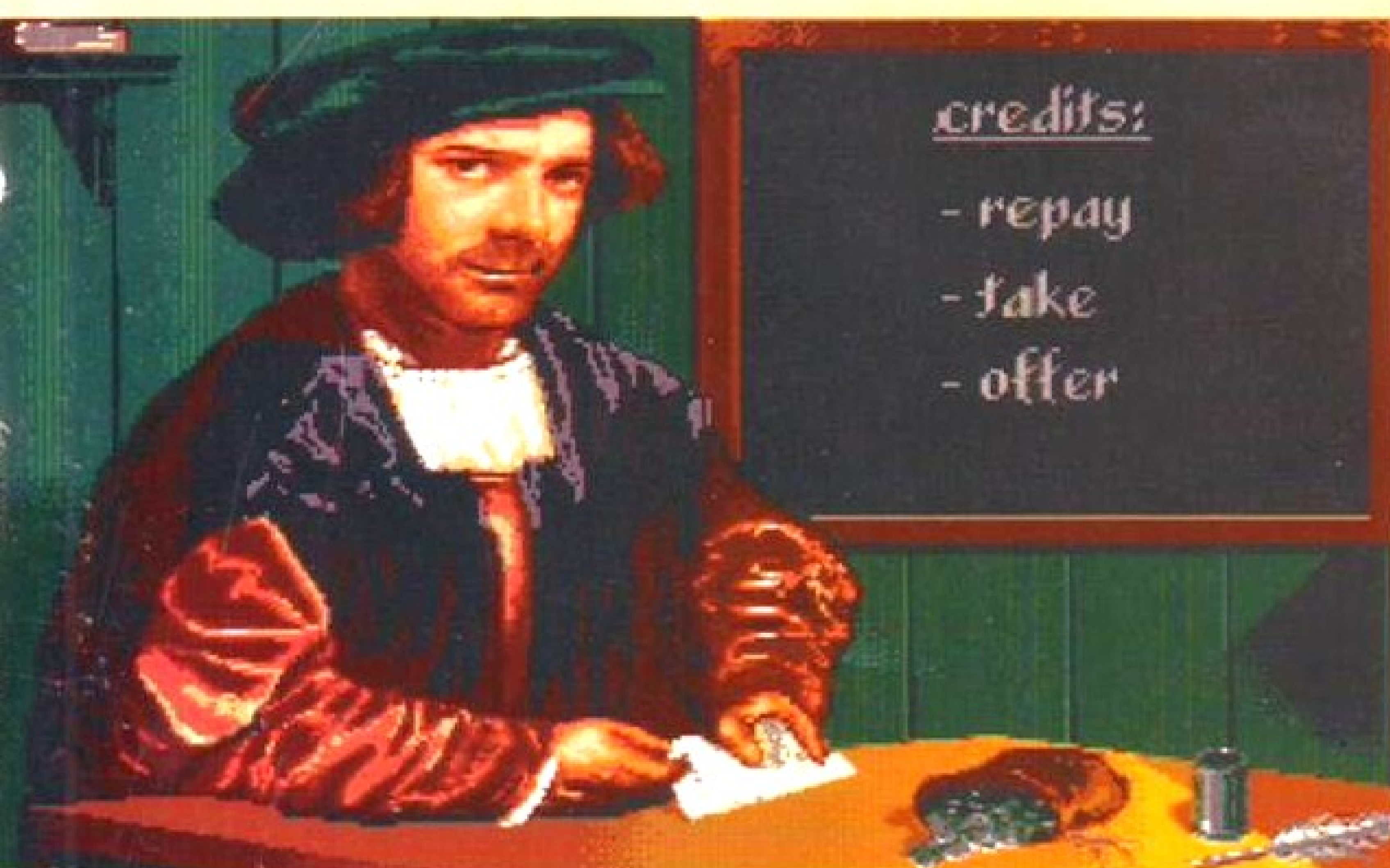
But it's not as simple as that, bribery can lead to you being blackmailed and you either have to have a regular direct debit to your blackmailer, or you will be reported to the appropriate authorities. This will result in a trial where you can be fined or if you're lucky and not found guilty, you will be compensated.

Control of the game is easy. It is entirely mouse based and involves no icons. You just use the left button to select something on screen and the right button for returning to the previous screen. This makes for a totally intuitive system so that all of your concentration can be directed at actually playing the game, and not struggling with studying the instructins in the manual.

The Patrician will absorb your attention until the wee small hours as you become engrossed in the intricacies of the game's wheeling and dealing and you will find keeping your political head above water almost as difficult as keeping dry in Mississippi.

Playing it will keep even the most die-hard platform freaks among us glued to their machine, yelling out loudly with frustration at the high price of corn in medieval Hamburg! Just like you do.

Andy Nuttall



Would you borrow money from a man with a smile and a glare like that? He certainly doesn't look like he's about to say yes. Well tough, he's your only source of money as you start off your life as a trader.

THE PATRICIAN



PROGRAMMERS
Dynafield Systems

PUBLISHER
ICE 0453 756993

PRICE
£25.99

RELEASE
September



GRAPHICS

Excellent and well drawn

SOUND

Infuriatingly repetitive music

ADDICTION

Well, I'm hooked

PLAYABILITY

Playability by the bucket loads

VERDICT

" Complex, involving and addictive. Just when you think that trading might be getting repetitive, the political angle grabs you by the vitals and refuses to let go. "

89%



A stunning result for the Austrian as he comes hopping over the finishing line. Two points here. Isn't it strange that all the athletes are running in time, and secondly, I didn't know that ZZ Top were also international athletics judges.

SUPER SPORT CHALLENGE

After a hard day drinking beer, smoking fags and eating chip butties what could be better than a nice, relaxing sport sim?

I've just had some quite remarkable news. It seems that these French lads have come up with a 10-event sports simulation. Errrrrrrr… Well done! Given that the bandwagon left town over five years ago, there could only be one reason for bringing out this sort of sports sim now, and that would be to bring it up to date. You know; bigger, better graphics than ever before, amazing sound and a cunning new interface that leaves you gasping at its awesome simplicity. Unfortunately *Super Sport Challenge* has none of these.

Eventful, hardly

The game offers you the chance to compete in 10 events, from the athletics field to the swimming pool: 100m, 110m hurdles, pole vault, long jump, shot putt, high jump, triple jump, 100m freestyle, 4 x 100m freestyle relay and the javelin. It doesn't take a genius to realise however, that the 4 x 100m freestyle relay is the 100m freestyle repeated four times.

Up to four people can compete at a time, each representing a country of their choice, although joystick port limitations means that in race events only two actually compete against each other at any one time.

The controls for each event vary, from the simple to the unusable. In the first category is the 100m where you start running by pressing fire, and push the joystick to the right when you want to run faster. Now this may be less expensive on joysticks than Track and Field style button bashing, but it's difficult to feel like you're actually involved in helping your athlete win.


"Who are those four mugs in the top left hand corner. Yes, that's what Microids think you and your friends look like."

In contrast the pole vault requires you to push fire to start running, move the joystick left to increase your run up speed, push fire to plant your pole, pull back on the joystick to bend the pole, press fire to lift yourself up the pole and then move the joystick left to clear the bar. Which is as difficult as it sounds.

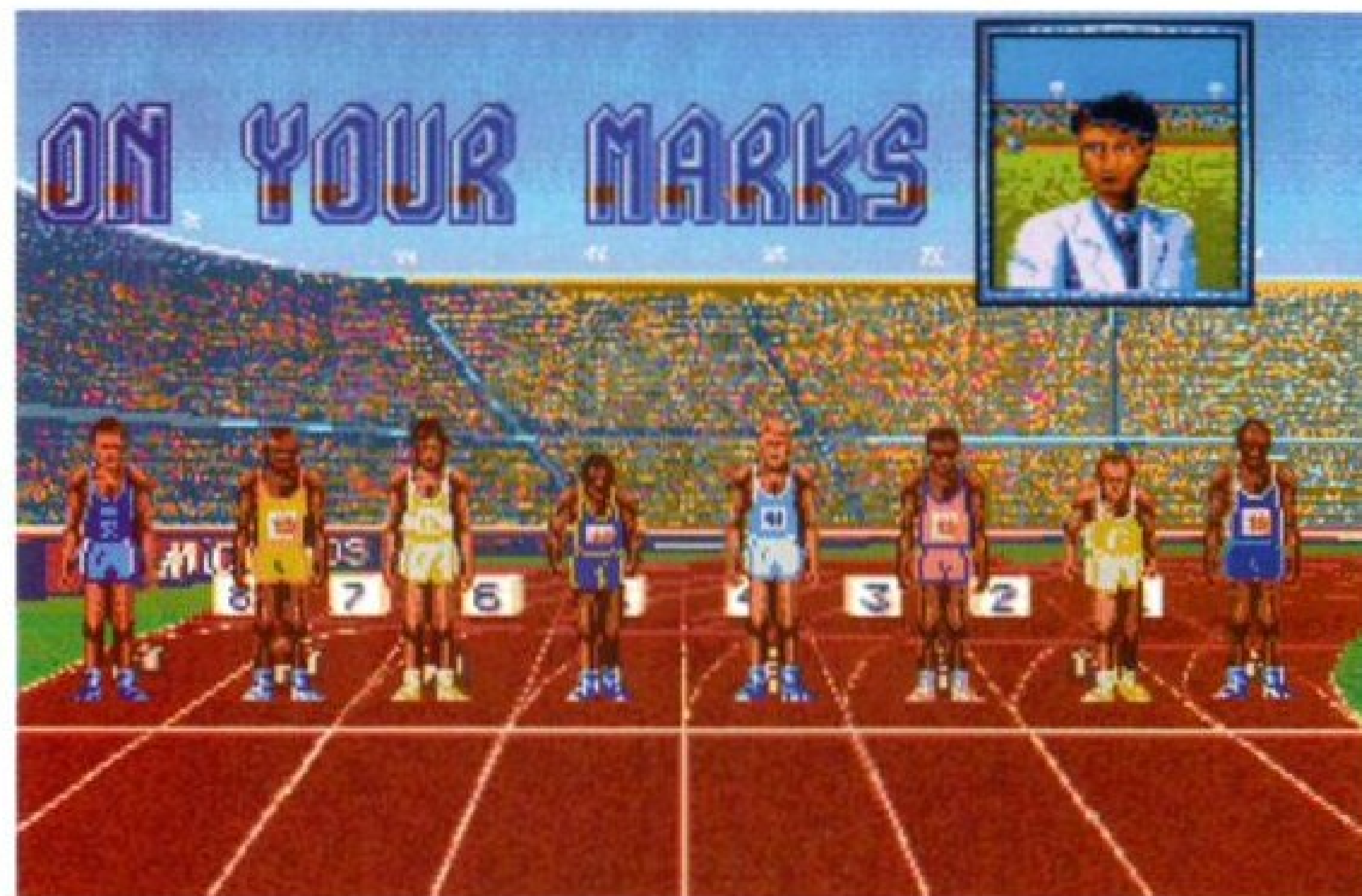
The real gameplay comes in the control of your energy level. At the bottom of the screen is a bar display showing the amount of energy you have. This is never enough for maximum effort all the way through an event, and the trick lies in using your energy sparingly. In the jumping events there's little point in arriving at the board at 100mph if you're too tuckered to lift yourself into the air. Similarly, in the race events there's no point to racing away from the field and leading for the first half if they all catch you up when you're doing a dying fish impersonation down the home straight.



One of the worst points of *Super Sport Challenge* is that during most events you're forced to listen to the most annoying sample ever heard on a computer game. It sounds like a crowd of 100,000 people chanting 'boring' into a flanger; it



Heads bowed in silent contemplation, the Zen Synchronised Swimming Team prepare to compete. "Remember lads, don't start meditating while you're underwater, otherwise you''ll find yourself in a different state of consciousness – ie unconsciousness."



I don't think I've ever seen a bunch of more flat-footed athletes in my life, and number two looks somewhat hunchbacked. Other than that they look perfectly healthy and able to pass the standard urine test with no problems whatsoever.

Our competitor flies through the air with the greatest of ease...

...and lands badly losing his cool in the process.

only lasts two seconds, but it never stops repeating. Aaaargh! Turn off the sound.

Super Sport Challenge lacks consistency, you get the feeling that different people worked on the different events and nobody co-ordinated them properly. On top of this there's a serious lack of imagination. It doesn't make any difference which country you select, you'll always be the same athlete; there are no female athletes or shots of you on the podium if you win a medal; there's no celebration when you set a new world record and there's unnecessary disk swapping because the individual events are stored in the wrong order.

Player bonding

It's a shame Microids have let these sort of problems spoil what might have been an exciting game. In places the graphics are good and there's an above average soundtrack, which could have been performed by a close friend of Jean Michel Jarre. The four player option encourages even the most pale and wan gameplayer to have some kind of interaction with real people.

Even though *Super Sport Challenge* does show a lot of promise for the future of Microids, it is let down by poor execution. You can have some fun with it, but it'll wear off soon, leaving you bored.

Steve Bradley

A peculiar aspect of *Super Sport Challenge* is the way that every so often your top athlete becomes albino.

SUPERSPORTS

PROGRAMMERS
Microids

PUBLISHER
Daze, 071-328 2762

PRICE
£25.99

RELEASE
August

HARD DISK INSTALLABLE

GRAPHICS
Probably its best feature.

SOUND
Painful samples.

ADDICTION
Nothing addictive here.

PLAYABILITY
A degree of skill is needed.

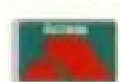
VERDICT

"There's nothing here that hasn't been done in earlier sports sims; maybe they're trying to cash in on the World Championships."

53%



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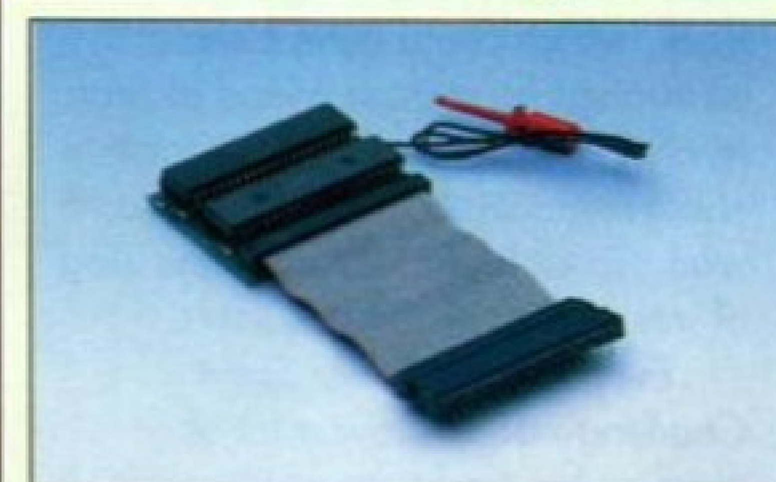


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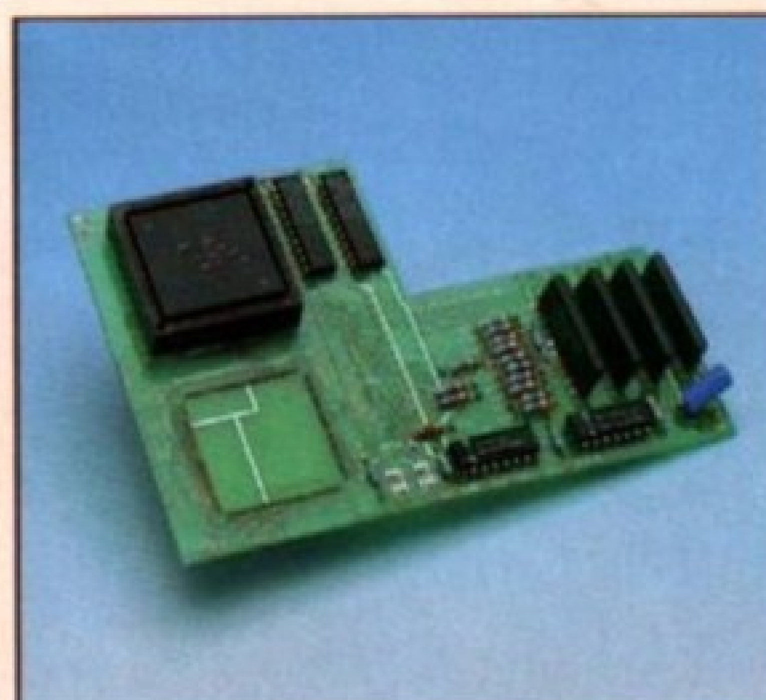
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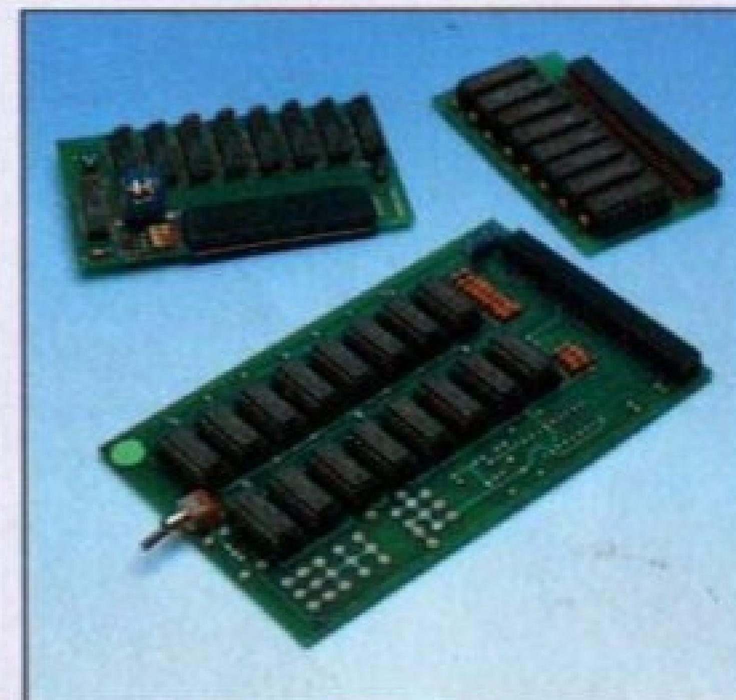




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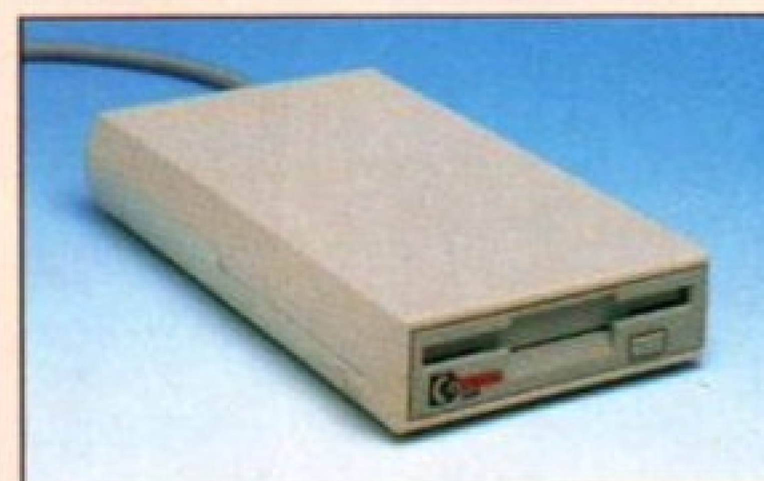
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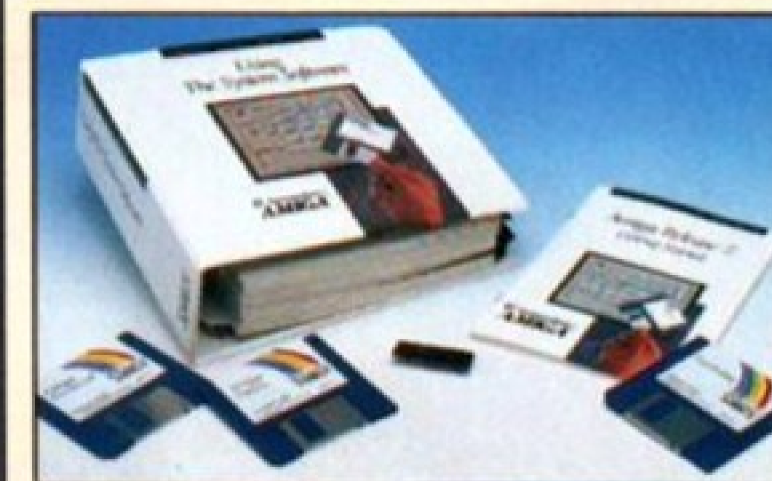
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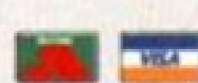
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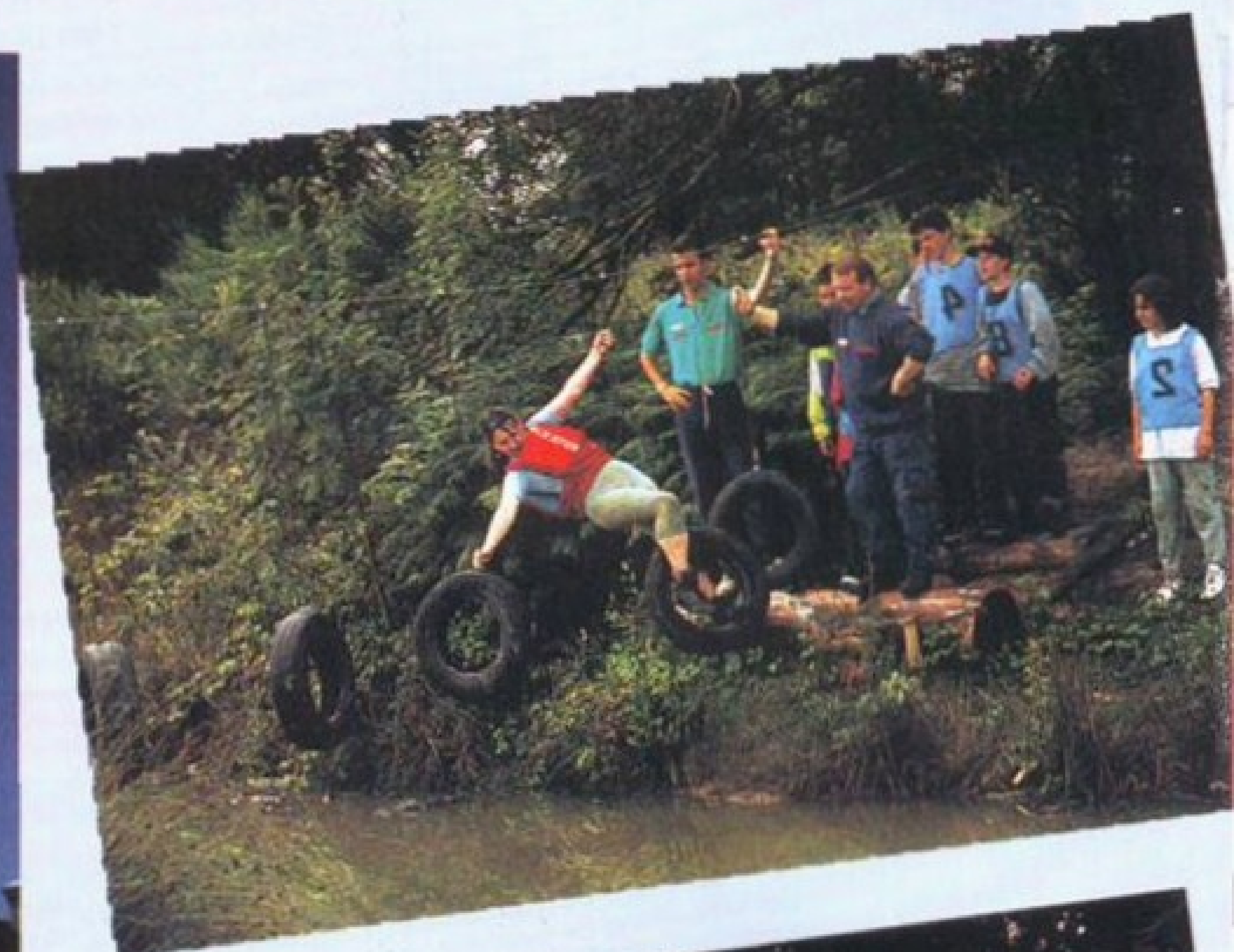
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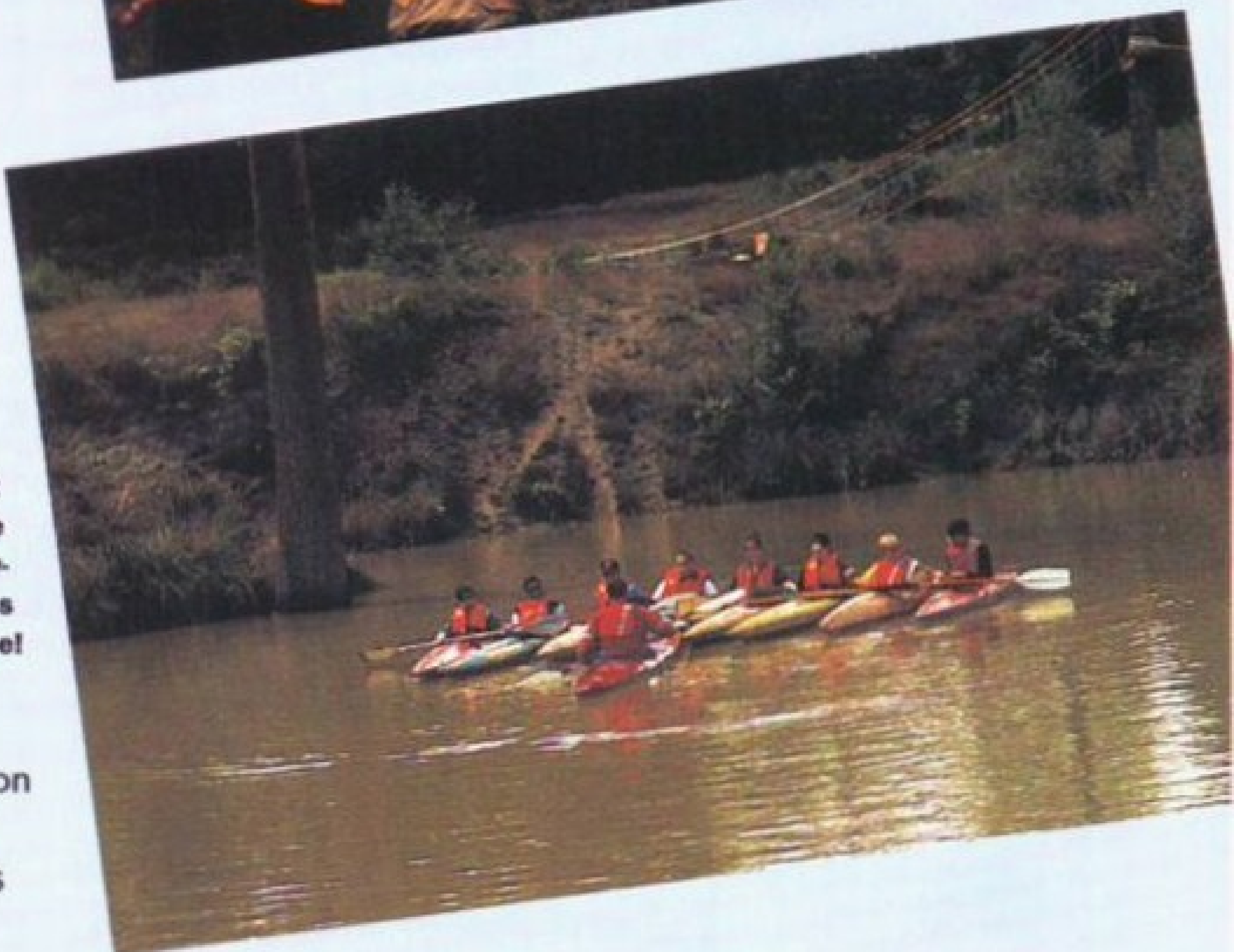
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empire S O F T W A R E

Ten lucky winners will have a great day out, courtesy of Empire, at the amazing Challenge Outdoor Pursuits Centre near Tunbridge Wells. There you will spend an adventurous day doing exciting activities such as archery, abseiling, canoeing and testing your fitness and determination on the assault course!

Empire celebrate the release of *Campaign 2* by offering 10 lucky readers a fun day out and a night in a luxury hotel...

The original *Campaign* (*AF41* – 79 per cent) has to be one of the most successful strategy wargames ever to appear, adding a beautiful graphic approach to a playable, accurate and exciting simulation of the Second World War.

Empire are just about to release the follow-up, aptly, if unimaginatively, named *Campaign 2*, which extends the system to cover all weapons and theatres of war from 1945 to the present day. The player will be able to compete in all the major conflicts of the last 45 years.

Now Empire and *Amiga Format* are offering 10 lucky readers, and a guest of their choice, a chance to take it a stage further by going on a real life 'Campaign', although at absolutely no personal danger! Our 10 winners (plus guests) will spend a day at the Challenge Outdoor Pursuits Centre near Tunbridge Wells, charging around the countryside doing all manner of exciting things.

Stretching over 147 acres of countryside, the activities the Challenge Centre offers include archery, abseiling, canoeing, and you'll also be training on the full assault course with its aerial runways and daredevil water crossings!

What's more next February, when it takes place, you'll be defending the honour of *Amiga Format* against a fierce enemy – 20 winners from our sister magazine *PC Format*. Of course our lot will wipe the muddy floor with them...

On top of all this hectic activity, we're making it into a genuinely enjoyable weekend out by providing you with a night's rest at the luxury Spa Hotel in Royal Tunbridge Wells, with a colour TV in your room and a slap-up English breakfast awaiting you in the morning.

It sounds as though it's going to be a great weekend away, and of course there's *AF*'s honour at stake also. So if you've got the mettle, or if you just wanna have fun, then get the grey matter pumping and pore over the questions on the other page. Good luck!

TURE WEEKEND!

HOW TO ENTER

1 Simply write down the answers to the questions next to the number of each question on a postcard or stuck-down envelope.

2 Add your own name and address and a telephone number if possible.

3 Then send it to this address and make sure it reaches us by the last day of October. Easy!

CAMPAIGN COMPO
Amiga Format, 29 Monmouth Street, Bath BA1 2DL



Campaign 2 **from** ***Empire*** **is the follow-up to their critically-acclaimed and immensely successful strategy wargame. The new version features all the hi-tech hardware of the modern era and allows you to compete in all the major conflicts since World War 2.**

The system has been updated to include over 100 new 3D models from the Abrams battle tank to the Russian T72, as well as appropriate weapons such as laser rangefinders and night sights!

THE QUESTIONS

1 In what century did Britain cease to be part of the Roman Empire?

2 In what decade was India granted independence from the British Empire?

3 *The Empire Strikes Back* was part of which film trilogy?

4 Who was king of the Mongols, whose empire stretched throughout Asia and Europe in the mid-twelfth century?

5 Which king of Macedonia stretched his empire across Persia and into India?

6 Which German general is known for his 1942-3 campaigns in North Africa?

7 Which pop figure started a campaign to Feed the World?

8 Which advertising campaign promises to refresh the parts other beers can't reach?

9 In which town was the showpiece stadium conference that ended the Labour party's 1992 election campaign?

10 In what year did Napoleon's Russian campaign flounder in the bitter Moscow winter? (Think overtures!)







The rules

1. Only one entry per person will be accepted.
2. Entries inside an envelope or included with other mail for Amiga Format (Workbench or Gamebusters submissions, for example) will not be entered in the draw. Postcards and stuck-down envelopes only, please, and only to the address on this page.
3. Employees of Future Publishing or Empire are not be allowed to enter.
4. No substitute prizes will be offered.
5. The Editor's decision is final on all matters relating to the competition and no correspondence will be entered into.

Steve 'the boy' Bradley puts on his bargain boots and goes in search of all the cut-price great games out on the streets now...

CHEAP 'N' CHEERFUL

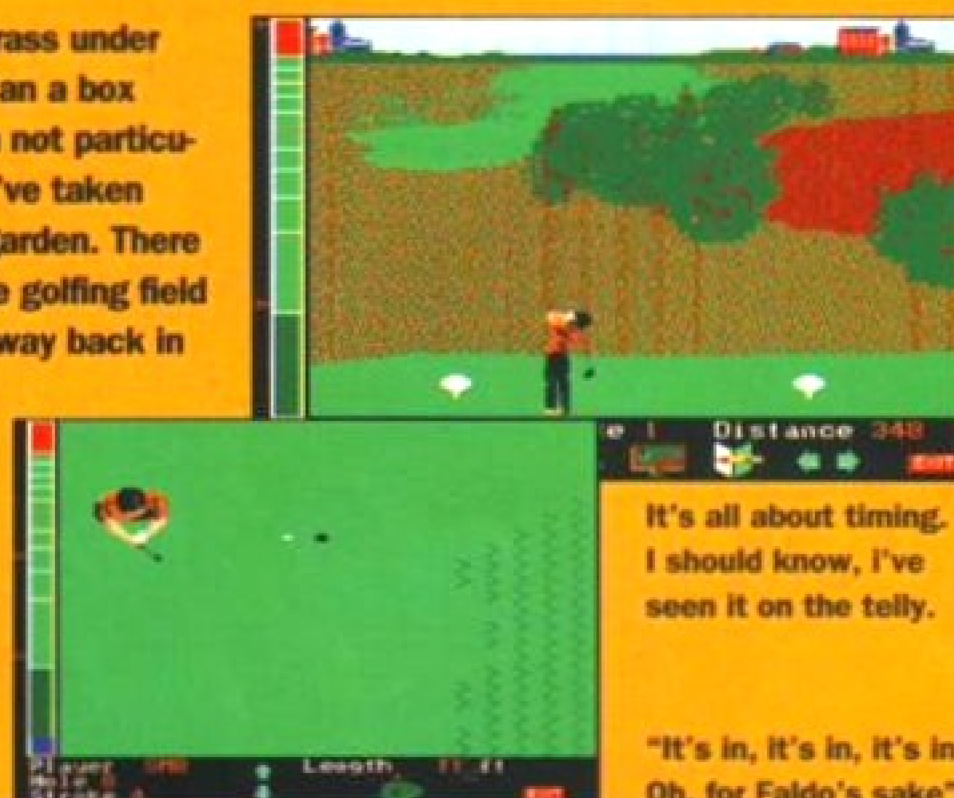
MEAN 18

Hit Squad ■ £9.99 ■ (Not previously reviewed)

'Golf so real you can feel the grass under your feet' exclaims the box. (Can a box exclaim?) A nice line, although not particularly true, unless of course you've taken your Amiga out into the back garden. There have been a few releases in the golfing field since *Mean 18* first hit the fairway back in 1986, but this has stood the test of time reasonably well.

A four course, mouse clicking extravaganza, *Mean 18* isn't the most sophisticated available, but it's easy to learn and play, and like golf games are, it's fun – a most important ingredient.

Up to four players can take part and options include regular and pro tees, and beginner and expert in the difficulty stakes. Not as good a buy as *PGA Tour* (on the *Sportsmasters* compilation) but one thing's for certain, *Mean 18* bears no relation whatsoever to *Speedball 2.*



It's all about timing. I should know, I've seen it on the telly.

"It's in, it's in, it's in. Oh, for Faldo's sake"

7/10

JOCKY WILSON'S COMPENDIUM OF DARTS

Zeppelin Platinum ■ £7.99 ■ (Reviewed *AF*18 77%)



It's always nice to play darts against your Dad. His initials are at the top but I've missed out the 'C' because it stands for Cuthbert and he doesn't want anyone to know about it.

On the box (no, not the telly), the boy Jocky sits astride a football while clutching a dart and a bowling ball. It's a disturbing sight. He's one of darts' great characters – The Crafty Scottie, as he's never been known. So what's it all about then? A compendium always sounds to me like there's Ludo or Snakes and Ladders involved. But no, you're enticed by such games as Scram and Shanghai, as well as football and 501.

The dart appears on screen, moving in a random circular fashion and you press on your joystick button when you think the time is right to let the arrow fly. Not as easy as it sounds I assure you. You must feel better now you've been assured. Anyway, the graphics are nicely drawn but the gameplay sadly lacking. The final word must go to Bully. "Moooo". Cheers Bully.

6/10

CHASE HQ LL SPECIAL CRIMINAL INVESTIGATION

Hit Squad ■ £9.99 ■ (Reviewed *AF*18 76%)

More *Miami Vice* than *Z-Cars*, *Chase HQ II* hasn't got a character called Sonny, nor is there a crocodile in sight. In fact, the introduction of a large reptile might add considerable interest to this affair. How? Don't ask stupid questions.

Anyway, the mayor's daughter has been kidnapped and you're on the case. Actually you're in a Corvette – allegedly a real one, but I think it's a kit car.



"Oi, Jeff. Give us a go in the helicopter . We'll swop places – lower the rope ladder. Go on, it'll be a sound laugh". "Shut up Bob. Stop acting the clown when you're at work".

You must drive along a road until you see an arrow which helpfully states 'Criminal'. Then (does this sound like a cookery class?) inflict damage upon the car until it pulls over. Look out for helicopters, as well as men in designer suits.

It's all very exciting stuff, and in no time at all you'll feel like a member of the *A-Team*, probably. Admittedly, it gets a touch repetitive after a while but hey, what's repetition when the mayor's daughter is your reward.

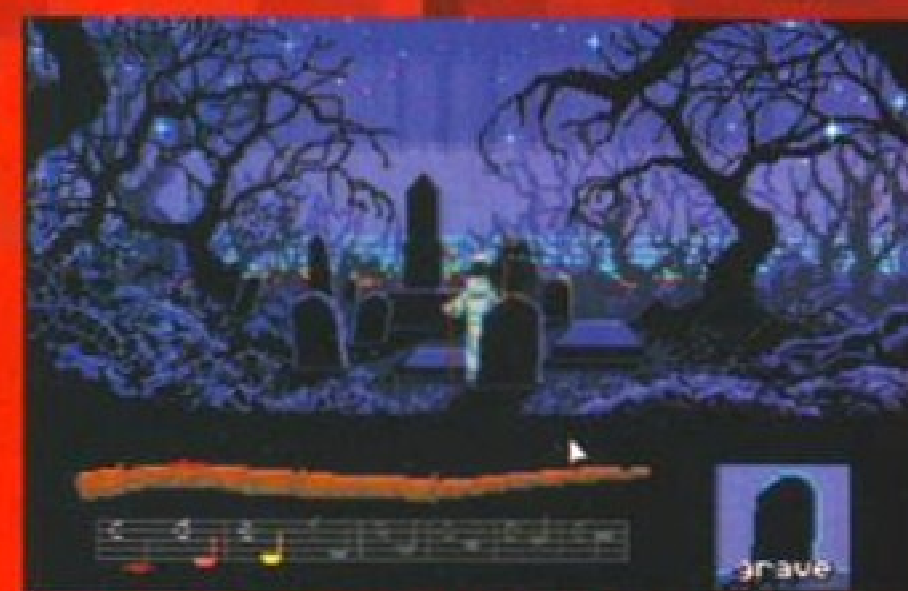
"I love this job. I've always wanted to be a copper ever since I saw *Dixon of Camberwick Green* when I was a nipper."

6/10

LOOM

Kixx XL ■ £14.99 ■ Reviewed *AF*16 85%

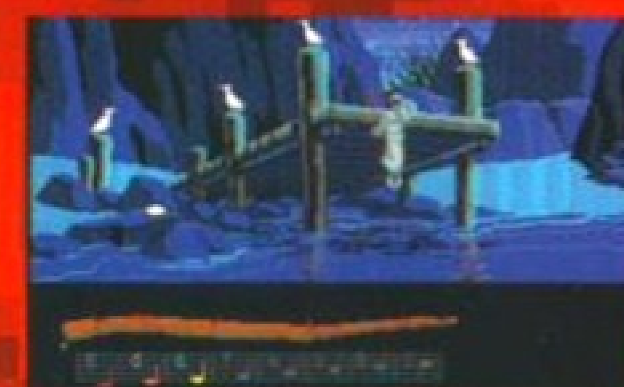
In this rather quaint graphic, point 'n click adventure, you play the part of a young chap named, wait for it, Bobbin Threadbare (no please, don't snigger). Bobbin's in the Guild of Weavers and also plays trombone in the Brighouse and Rastrick Brass Band (that last bit was a pointless lie). Unfortunately, some strange goings-on resulted in the Guild disappearing into the wild blue yonder and as you may have guessed, young Threadbare is the only fellow that can save the day.



"I'll give you the bloody Floral Dance," said Bobbin as he played a super tune on his magic staff in the graveyard. "Altogether with the Floral Dance," he sang merrily.

Graphically, *Loom* is excellent with some rather nice 3D landscapes to explore.

As you explore your surroundings and encounter more challenging situations, the more proficient a weaver Bobbin becomes. Some of the puzzles are jolly tough and you will have to bob 'n weave (oh please!) through this fantasy world on your path toward righteous justice.



Any young weaver worth his salt must first jump off the pier before getting the chance to play a brass instrument.

8/10

F-15 STRIKE EAGLE II

Kixx XL ■ £16.99 ■ Reviewed *AF*24 90%



This was playtested originally by major "Wild Bill" Stealey. "Wild Bill" is not a nickname I would use to describe anyone who plays flight sims. Not that you shouldn't give yourself an exciting handle to improve your image with flight sim-playing friends. Try "Josh Simpkins".

In issue 49, *Mig-29* was reviewed and not two months later, two Mig-29s collide at an airshow near Swindon. Beware F-15 pilots, the *Amiga Format* curse is here. *Hello!* have got one so why shouldn't we? And there was a crash in Sweden recently, but they were Swedish planes so don't worry. Another flight sim, another chance to fly across the world blowing-up things. Fearlessly, I opened the box and scanned the enormous manual, tossed it to one side and took off on a mission.

Catering for both the train-spotting types and those who to fly around shooting at folk, *F-15* successfully combines action and tactical manoeuvres. There are plenty of missions to go at and even those not massively interested in flight sims should enjoy this voyage of tactical destruction.



It was lucky he had a parachute. Mind you, it's not as if he'll survive long in the desert anyway without food or water.

8/10

FISTFIGHTER

Zeppelin Platinum ■ £7.99 ■ (Not previously reviewed)

What interesting names these fighters have. Tai Ping, OK I'll go along with that, Gino – just about passable, but Anna and Sir Gerry – come on, you're 'avin a larf ain'tcha? And Mickey the Finn? Although he sounds like a ticket tout from Bethnal Green, he is actually Swedish.

Three locations are on offer in which to choose your fist fight (if indeed you want to 'have a go') – Egypt, Japan and America. Why don't they ever use such places as Sunderland or Basingstoke? And isn't it time we had English small town beat-em-ups where kids from different housing estates go around looking for bother?

Fistfighter is averagely average, but at eight sovs it doesn't cost an arm and a leg.

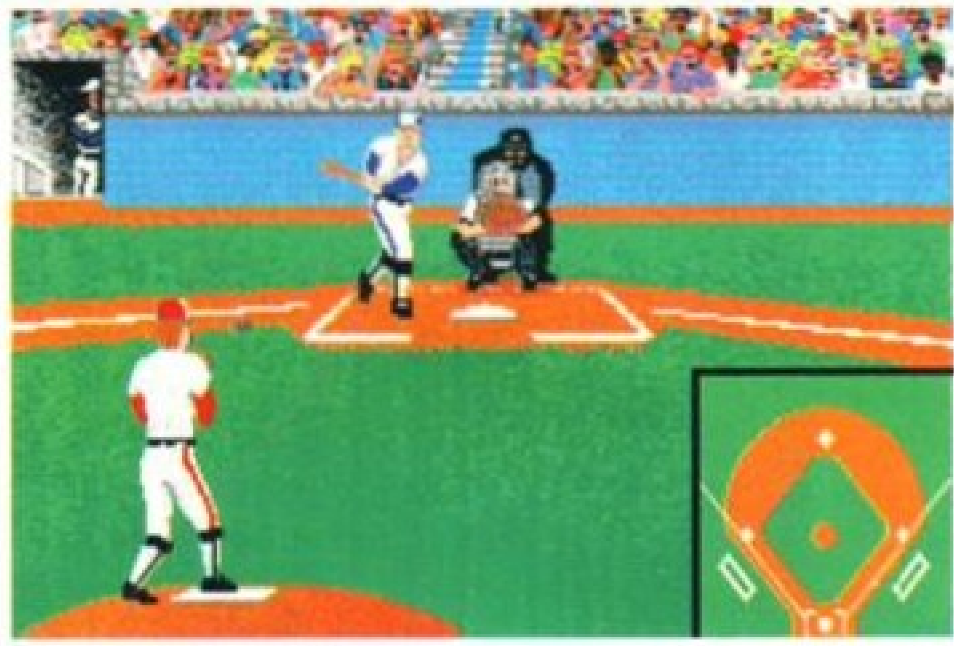
5/10



Wisemen say (no, not 'only fools fall in love') 'look out for flying man in metal outfit – he very dangerous'. This fight is taking place in Egypt – quite what the locals make of it is anybody's guess. Mind you, if the bloke in the metal connects, he'll be walking like an Egyptian for weeks to come.

HARDBALL

Hit Squad ■ £9.99 ■ (Not previously reviewed)



'OK Earl, I'm gonna pitch one helluva Screwball'. (Hank) 'I'm gonna knock this sucker out've the stadium son'. (Earl) Those brief moments before the ball hits the guy in the mask.

Hardball – indeed it is when you get hit on the inner thigh. I'm sorry to quote the box but here goes, '*HardBall* – baseball that's so true-to-life, it's like you can reach out and touch it'. That's beautiful isn't it? And it gets better. '*HardBall* is so real and lifelike, if you wear a uniform while you play it, you just might get it dirty'. Marvellous eh?

Well it probably isn't that realistic – I say probably because I haven't attended a baseball game before. Nobody offered me a burger or cola during the time I was playing (they always do on American telly shows) and the game didn't last seven hours.

But *Hardball* is quite easy to get into and fun after a while – particularly the pitching (chucking the ball). There are eight types of pitches including ones with exotic names such as slider, sinker and screwball – but no googly. You can play the computer or your mate and also get involved in the management side using the Manager's Decision Screen. Enjoyable, but not compulsive.

6/10

GALACTIC WARRIOR RATS

Alternative Software ■ £9.99 ■ Not previously reviewed



I would like to make it perfectly clear that I will not, and have no intention in the future, of making a feeble joke about rats deserting a sinking ship. Thank you.

Like rats deserting a sinking ship! Ha ha! Good eh?

Roland was not happy. He thought he'd made a good account of himself at the interview. OK, so his pink car wasn't suitable for saving the planet but he'd sorted out a great trade-in deal. And he was celebrity. What about press officer? He could do that couldn't he? But the *Galactic Warrior Rats* are a choosy lot. Saving the planet Smeaton Five is serious business. Killer robots are on the loose, intent, as you may have gathered, on mayhem and destruction.

Einstein, Darwin and Newton (the rat's names – don't laugh) must destroy the robots, collecting valuable gold lumps in the process which can be used to buy 'hardware' at Joe's Automated Weapon Store. Joe's can be visited by logging on at any of the computer terminals that you find around the complex (if you know Kevin the Gerbil you get 15 per cent discount). Similar to games such as *Alien Breed, Mean Arenas* and *Universal Warrior, Galactic Warrior Rats* is a playable little number, although not particularly innovative.

7/10

CONTACT NUMBERS

Kixx XL	021-625 3311	Hit Squad	061-832 6633
Zeppelin Platinum	091-385 7755	Alternative Software	0977 797777

chart busters



Massacring enemies isn't as simple as it used to be back in the days of Space Invaders. Mark Causer makes life easier...

WALKER

Reviewed **AF46** – 81%
Psygnosis ● 051-709 5755

BERLIN 1944

● When faced by tanks or cannons keep to the far right, out of range of their fire.

● Rockets at the end of the level: Keep out of range of the tank, and keep firing at the rockets – stopping now and again to destroy the troop carriers. Once their energy is down as far as it will go you must wait until they take off before they can be destroyed.

LOS ANGELES 2019

● When a soldier climbs your back to plant a bomb, walk from left to right until he is swung off, or swing him until your guns can lock on to him, then fire.

● The armoured tank: Shoot the wheels first to stop it ramming you, then shoot at the man on the top and the gun turret. Now destroy the walls and the digger. The launcher can then only be destroyed while the hang gliders are being launched.

THE MIDDLE EAST TONIGHT

● Shoot at the turrets of the tanks for a quicker kill.

● The crane: Shoot the main parts first, then start on the mobile missile launchers. When the crane picks up some of the wreckage, dodge it while firing at the open window at the top of the crane. You can only damage it while it's open.

Mark Causer
Sutton Coldfield

FLASHBACK

Reviewed **AF45** – FG93%
US Gold ● 021-625 3388

Winning tip

Continuing last month's codes for the English version of Delphine's supreme platform adventure... you'll also find the solution to part two on page 112.

LEVEL	EASY	NORMAL	HARD
5	TEST	CHIP	LISA
6	GOLD	TREE	MARY
7	WALL	BOLD	MICE

The winner of a copy of *Lemmings 2* is... **Andy Lawton**
Barrow-in-Furness

SYNDICATE

Reviewed **AF49** – FG91%
Electronic Arts ● 0753 549442

A small tip for level one from Peter Molyneux of Bullfrog: Enter the gate, shoot the three guards, then shoot the woman near the car as normal. Now, instead of pressing the space bar, get in the car and drive away. Soon you should see another guard near a gate – shoot him, then get out of the car and pick up his Uzi. Now press space, and put some money into researching you Uzi – this will save you lots of research money and time. Cheers Peter!



In this situation, the usual procedure is to leap 200 feet in the air, then scatter yourself liberally across the surrounding area.

THE LOST VIKINGS

Reviewed **AF49** – 79%
Interplay ● 0865 390029

Aha, Interplay's fine puzzler finally makes it into the charts. If you look just a little bit to your right, you'll see that Darren Huggins of Biggleswade has provided all the codes to reach any level you want. Hooray!

GOAL!

Reviewed **AF49** – 88%
Virgin ● 081-960 2255

Some handy hints from Dino

● Always substitute your injured players, otherwise they'll be running on low stamina.

● Control your speed when tackling defenders, so that the ball stays with you, leaving you in a position to shoot.



Footy games tips are hard to come by, but here's some basics for stumped Soccer Kids.

GAME BUSTERS

THE LOST VIKINGS

Reviewed **AF49** – 79%
Interplay ● 0865 390029

1	STRT	17	SMRT
2	GR8T	18	V8TR
3	TLPT	19	NFL8
4	GRND	20	WKYY
5	LLM0	21	CMB0
6	FLOT	22	BBLL
7	TRSS	23	TTRS
8	PRHS	24	JLLY
9	CVRN	25	PLNG
10	BBLS	26	BTRY
11	VLCN	27	JNKR
12	QCKS	28	CBLT
13	PHR0	29	H0PP
14	C1R0	30	TRDR
15	SPKS	31	FNTM
16	JMNN	32	WRLR
33	TRPD		
34	TFFF		
35	FRGT		
36	4RN4		
37	MSTR		



Show your vikings the way home by leaping levels with our top tipper from Biggleswade.

Darren Huggins of Biggleswade, wins a copy of *Lemmings 2*.

D/GENERATION

Reviewed **AF37** – 66%
Mindscape ● 0444 246333



Although it's not a bad game, D/Generation was ported from the PC and didn't take advantage of the Amiga. Stuck? Read on...

When you are killed, waggle your joystick in a circle while holding down the fire button. You should now begin the game at the beginning of that floor with seven or eight lives.

Gareth Whysall
Exeter

DESERT STRIKE

Reviewed AF46, 87%
Electronic Arts ● 0753 549442



If this is the result of your test drive in the new Apache helicopter, perhaps you need a few more flying lessons. 10, to be precise, courtesy of D McCrory.

After you've used the code BQQQAEZ to gain 10 lives, you can press the F9 key to restore your ammunition to full level.

D McCrory
Scampton

GRAHAM GOOCH CRICKET

Reviewed **AF47** – 78%
Audiogenic ● 081-424 2244

To get extra runs, hit the ball into the field, and press P to pause the fielder when he has the ball. Your batters also appear to be paused, but press the fire button on your joystick once and your batters will run. It will not show this on the screen. Allow a couple of seconds for the batters to complete their run, then press fire again. To resume play, press P. If the fielder and ball stay frozen press escape to unfreeze them.

Timothy Richards
Swansea



Surprisingly true-to-life, England went on from their breath-taking score of 1/1, and stole the wooden spoon from Australia with a magnificent 1 all out.

FLASHBACK – PART TWO

Reviewed AF45 – FG93%
US Gold ● 021-625 3388

Code: BURN

Go right, and climb down to bring up the lift (1). From the middle platform, run to the left and jump on the platform above. It's very high, so you will need to begin running, keep the fire button down but let go of the joystick. You will automatically jump and catch hold of the ledge, so then push the joystick up to climb up.

You will find two cops (2), who you must kill. Now talk to Ian, activate the chair, then talk to Ian again when the animation has finished.

Go through the door which opens, then climb down to kill the ogre (3). Pick up the fuse, and return up to use it in the console – use the same jumping technique as above. Activate the switch to bring down the lift, which you ▶▶▶

TO TRAINS





should take and then go up and to the left. Talk to the man at (4), then open the door and bring up the lift. Take the lift to the subway.

Take the train to the Bar. Talk to the barman, then go right and talk to the Forger (6). Use the train to go to the Administrative Centre (Africa – 7). Talk to the people behind the desks, then give your ID card to the Boss, who will give you a work permit in return. Now go to the Work Agency (Europa – 8). Insert your Work Permit into the working terminal to accept mission 1. Use the Save post below.

Go to Asia, and collect a packet from the woman (9). Take the packet to Africa and give it to the man (10). He will pay you, so go to the Work Agency and accept mission 2. Recharge your shield, and save your position.

Take the train to the ▶▶▶





Restricted Area 2 (Africa). Pick up the VIP (11), then go all the way right and jump over the mine (12). Go down the lift, then shoot the mutant (13). Pick up the key, and insert it into the console. Go left, and kill the mutant (14), then dispose of the 2 floating balls. Collect the key (15), then go right and insert the key in the door. Get the VIP and proceed down and to the left, where he will pay you and teleport you to the mission room. Recharge your shield and save.

Accept mission 3. Take the train to the bar (America). Talk to the customer, then to the cop. Go back behind the bar and shoot the mutant. Talk to the man and go back down to shoot the cop. Pick up the key he drops, then go back behind the bar to open the trap in the floor, and drop down it.

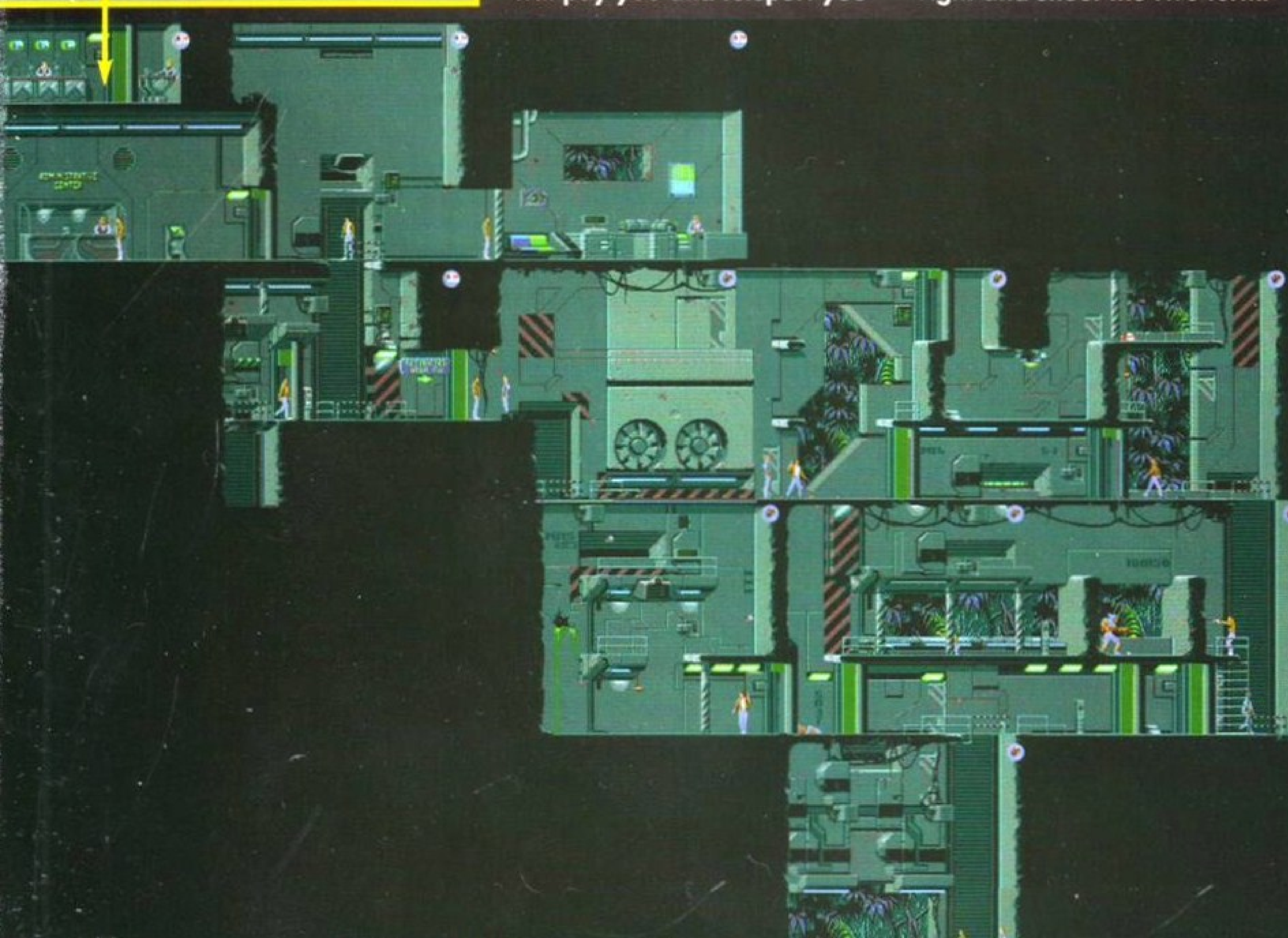
Save your position, then go right and shoot the two terminators. You will be paid, and teleported back to the mission room. Recharge, and save.

Accept mission 4. This level isn't particularly difficult, but time is extremely tight so it can be frustrating. Step into the teleporter, and get moving! Run to the right, jump over the gap, and open the floor trap (16). Take the lift (17) down, run right, and jump on the platform (18) to activate the lift. Pick up the stone, then take the lift down and go right. Throw the stone to the right of the reactor, so that it lands near the dead sensor, then move to just past the right-hand side of the generator. Insert the card. If it doesn't work, move left or right slightly, and try again – you will only get two or three attempts before the reactor blows, so you will need to use the continue option a lot! When completed, you will be transported back to the mission room again, so recharge then save.

Now accept mission 5. This level is not easy, so take your time and practice a lot. Go to restricted area 3 (Europa). Save your position, shoot the mutant, then go down. Shoot the second mutant, and get the key. Go left, and insert the key into the console. Continue left, collect and throw the rock, then shoot the mutant.

Run left, and jump down before shooting the next mutant. Go to the top platform and activate the sensor to open the door. Climb down and roll right, pick up the key and the credits. Go back to the left, then down, right, and then down again, then dispose of the cop. Open the door, and incinerate the flying ball. Now you'll get paid, and teleported back to the mission room. Recharge, then save.

Now go to the bar, and talk to the forger. Give him the credits, and collect the false ID. Go over to the Death Tower, and give the ID to the man. Enter it, and prepare for level three...Level two solution by Steven Lynch of Hamilton.



LEMMINGS 2

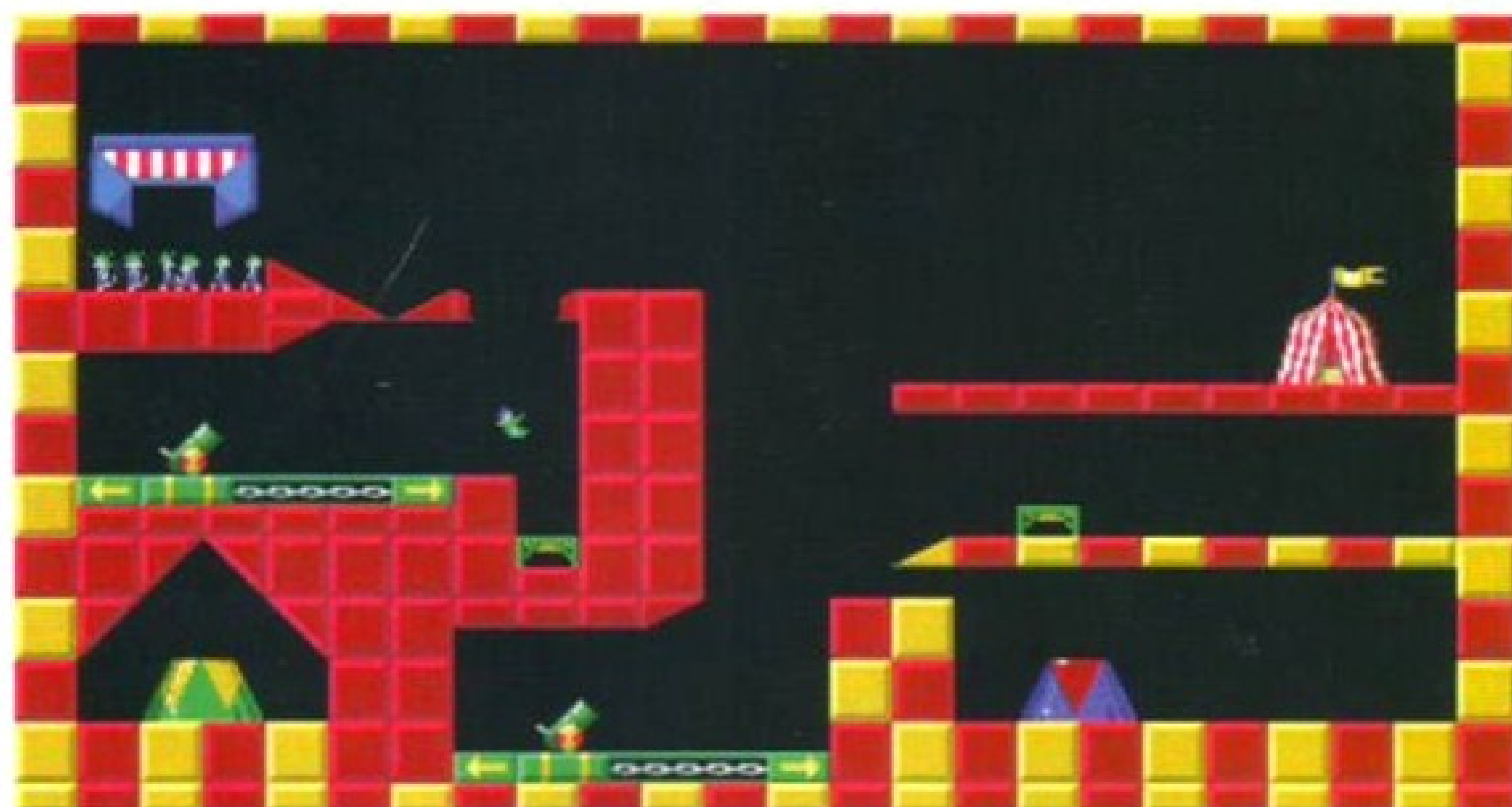
Amiga Format proudly presents part one of the definitive guide to the most difficult levels of Lemmings 2: The Tribes, by Alex Churchill of Throop.

Reviewed AF46, FG94%
Psygnosis ● 051-709 5755



HIGHLAND LEVEL 6: BRIGADOOM!

Make the first lemming jump from the second peak on to the rock, and make him a hang glider. Blow him down so that he lands just on the corner below the other half of the lems. Use the laser to blast them out. As soon as he's through, balloon him left a little so that he turns around. Make the first Lemming walk the left rope over to the platform. Hang glide him over to the second one, and rope up the other side. Make him a laser blaster when he is almost (but not quite) as far left as he can be.



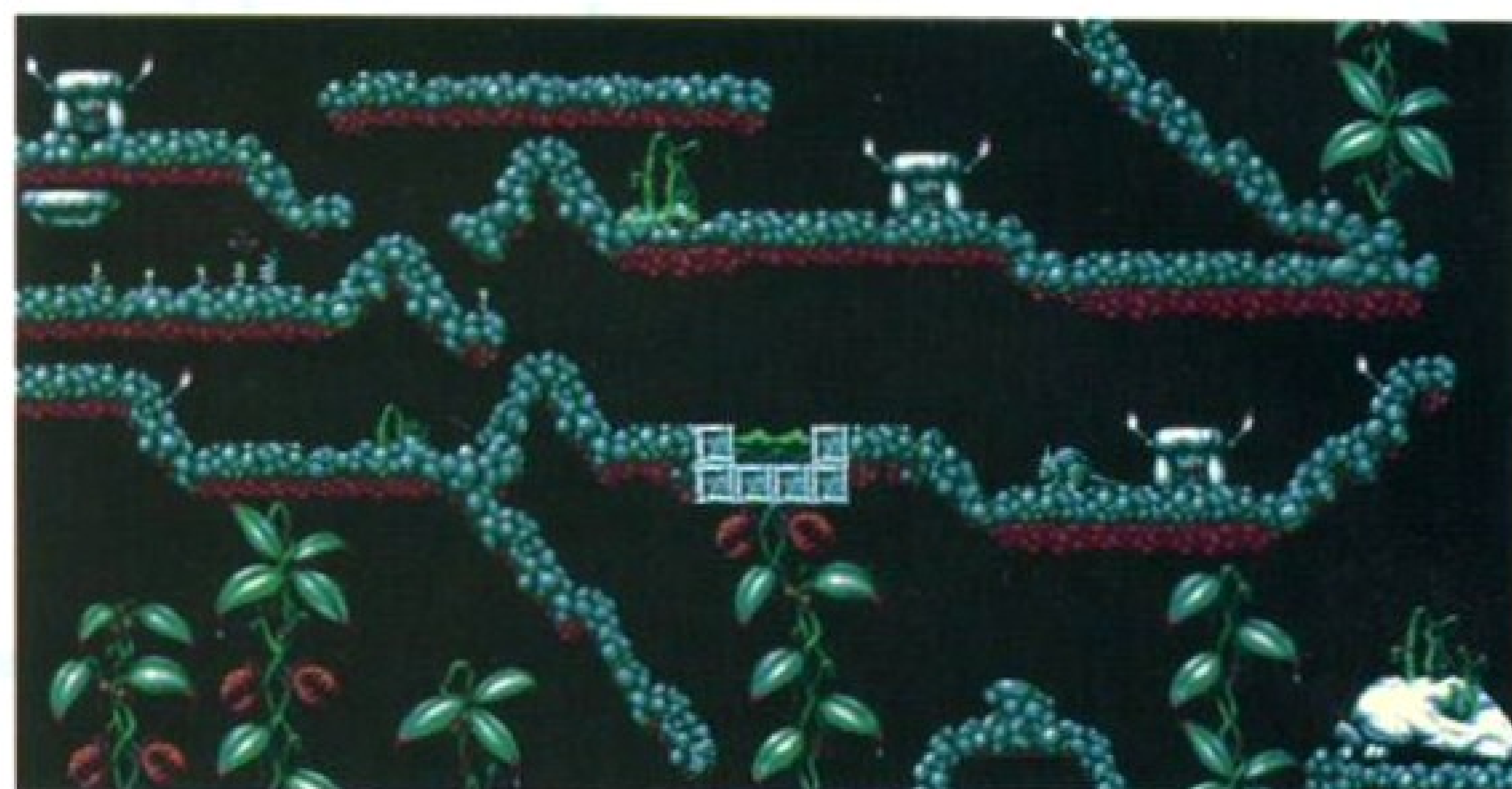
CIRCUS LEVEL 6: HEADACHE

Make the first lemming a climber. Bomb him through the floor, and move the cannon to point through this hole. Wait until he reaches the exit, then jump him over it twice. Make him a bomber when he is a third of the way across the 16-pixel trampoline. Move the bottom cannon 2.3 chain links right. The lemming should walk to the exit. If not, fractionally adjust the cannon until he does. Let the lemmings out by pouring glue twice on the far left, with the lemming facing right. Bomb at the bottom of the trampoline pit, and then make a lemming a fencer, facing right.



SHADOW LEVEL 6: THE SCHOOL GATE

Fire a Roper right. Jump twice, then do another Roper. Fence through, then make lots of Jumpers on the left. Move the cannon right, and once a Lem is up, make him a Roller. When he gets to the pit, fill it in, and platform the gap.

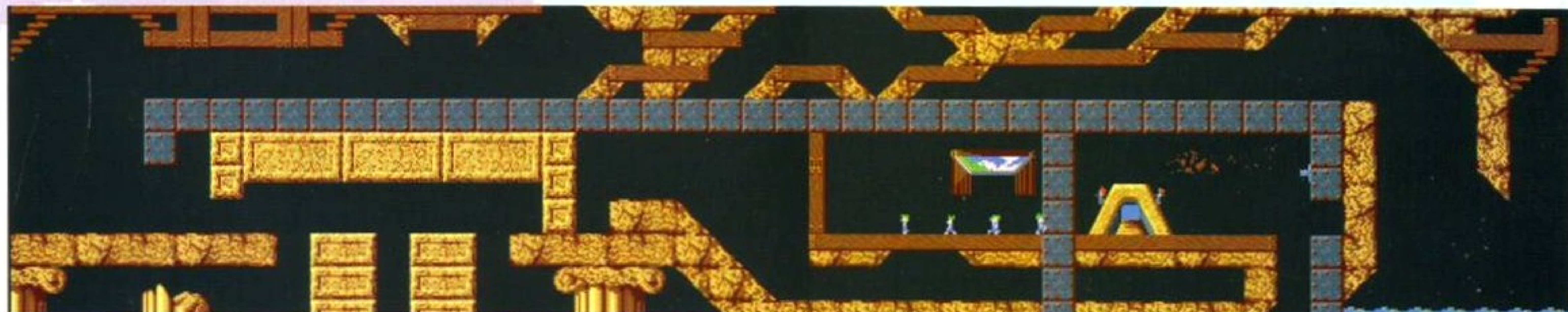


CAVELEM LEVEL 7: DEADLY EXIT

Jump the first lemming twice, then make him scoop the ground underneath the trap. Jump him after the first scoop. Jump him twice more, then fire two Ropers, one NW and the other NE. Jump him three more times, then Platform over the centre of the trap. Jump him one last time, then begin a platform two pixels lower than the exit.

OUTDOOR LEVEL 4: DELIVERANCE?

Make the first lemming a kayaker, and the third an attractor. When the kayaker stops, fire an arrow left to the edge of the pool. Now make a lemming to the left of the attractor pour glue twice. If it reaches over, jump the attractor. If it doesn't, jump the lemming to the right of the attractor and make him fire a rope at the end. Now jump the attractor.



CLASSIC LEVEL 7: SO CLOSE BUT SO FAR AWAY

Explode the first lemming, and block the fourth to fall. Make the first lemming build over the pit before the edge. Bash through the top, build once he is under the steel block. Make one of the two trapped lemmings a climber. Carry on the bridge for two more builders, then make him a blocker. Make the just-arriving climber build just before he reaches the blocker. Wait, then bash through the blockage. Make the other lemming a climber. Make the top climber mine through the second blockage, then dig as he reaches the diggable bit right of the exit. Explode him as he passes the gap. Explode the blocker once the digger goes and make the climber who reaches the bottom build over to the exit.





BEACH LEVEL 8: BEACH MANIA

Make the second lem an attractor and the first a carpenter. Make him build five times from the left edge up to the lems, then bomb him at the base of the bridge. Fall left, fire an arrow up and left, and then again when he falls right. Build a bridge left to the exit, and jump the attractor.

SPACE LEVEL 2: PERPETUAL MOTION

Fill in the first pit, then jump a lemming over it and fill in the next one. When a lem is just by the wall, give him some Magno boots, then platform between the two filled-in pits. Make the first Magno booter explode a hole in the thin bit. The next one should lay the first two or three blocks of a platform, then jump him and platform over the other hole.

The third Magno booter should build a platform starting above the two or three bricks already there. Make him jump if he threatens to run into the third platform. Now start a platform from the top of the slope, and another when the lemming reaches the gap separating him from the exit (jump the following lemming into the ceiling to slow him down).



POLAR LEVEL 6: TURN BACK!

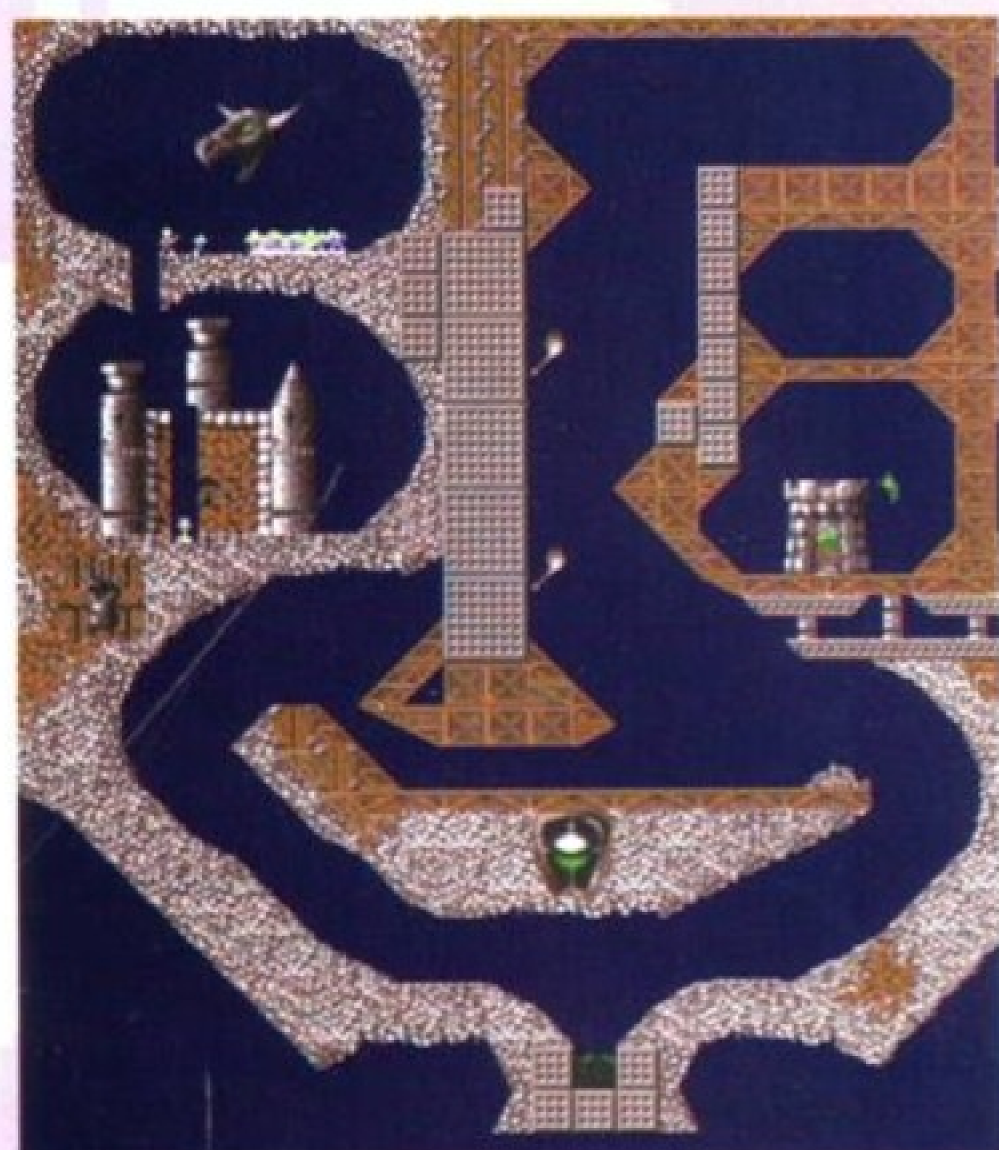
Make Lem number three an Attractor. As number one walks down the slope give him a Club basher. Make him Throw, then when he walks left bash him again. Make him Stomp when his passage will reach all the way down. Do three Platformers on him to reach the exit, then Jump the Attractor.

EGYPTIAN LEVEL 8: HEROE'Z QUEST

Make the first lem jump left. Fence, then immediately jump. Once he turns to face left, change him into a stomper and wait for him to stop. When he falls off the jug, make him a stomper, then a fencer when he's about to die. Once he reaches the Sphinx, balloon him W, N, NE, N, W. Jump him up the two platforms, and click a pole-vaulter on him as he passes the junction between steel and the eye. Jump him up twice more and platform once he turns left as soon as he starts walking down the slope. Fence through it, jump over the exit, and platform once he's fallen over the steel. Scoop to the right over the platform, and let the lemms out with a stomper and then a fencer.

SPORTS LEVEL 3: THE OCTATHLON

Make the third lem an attractor when he turns left. Stop the first lem when he is over the second square by using a filler. When he lands make him build two more platforms to the edge of the piano. Let him fall four times and then platform over the first of the two holes. Jump the attractor and make one lemming fill in the pit.



MEDIEVAL LEVEL 8: WHAT SHALL WE DO NOW?

Make the first lemming a runner, and make him stomp once he's to the left of the entrance. Make the second an attractor (as far left as possible), and make the first stomp again. The balloon him right, up and right again. Balloon him again once he is out of the tunnel and move him NW, N, NE, E. Make a platform at the left edge of the block and five bombers through the left hand wall. Jump him over the attractor, platform over his stomped hole and then jump the attractor.

GUNSHIP 2000

Reviewed **AF49** – FG94%
MicroProse ● 0666 504326

- **If your chopper has taken lots of damage and you have completed at least one of the objectives, always go back to base. It is much better to get some points and survive than get shot down. You only have to destroy one of the objectives for the mission to be successful.**
- **If you are about to be shot down or do not have enough power to take off again, use the end mission function then at least you have a chance of being rescued.**
- **Use the F8 (inverse Tactical) view to see other targets around the primary or secondary target areas.**

Progressing through the difficulty levels.

- **To get the best scores, reach the highest ranks and get the highest decorations you will need to be playing the game on the hardest difficulty levels.**
- **Progress through the difficulty options in this order:-**

1) First of all set flight to the realistic setting. This is the hardest part of the game to get used to. Always make small adjustments to the controls and get used to watching the altitude dials and readouts on the HUD very closely. ALWAYS be ready to adjust the torque slightly.

2) Next set the Wind and Visibility switches to the realistic settings.

3) Now turn off the ground avoidance, always make sure you don't hit the ground at all costs. By this time you should have flown about 15 missions and be able to fly the realistic flight model comfortably.

4) Now turn on the realistic landings, just remember to make sure that you descend very slowly when landing.

5) To get the Congressional Medal Of Honour you need to be playing the game on the full difficulty level and on a flight or campaign mission. It is easiest when both mission targets are groups of vehicles. It also helps if the mission objectives are close to base as your flight time will be quick. Destroy targets on the map. Look for extra targets which may not be near your mission objectives.



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NEW **BURST NIBBLER**
Now this super disk copier program is built into Action Replay Mk III. Just imagine a superfast, efficient disk copier program at the press of a key - no more waiting.

SAVE PICTURES AND MUSIC TO DISK
Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

NEW **PAL or NTSC MODES SELECTABLE-**
Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).

NEW **SLOW MOTION MODE**
Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

MANY MORE INSTANT CLI COMMANDS-
like Rename, Relabel, Copy, etc.

NEW **RESTART THE PROGRAM**
Simply press a key and the program will continue where you left off.

FULL STATUS REPORTING
At the press of a key now you can view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.

POWERFUL PICTURE EDITOR
Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!

NEW **JOYSTICK HANDLER-**
allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

MUSIC SOUND TRACKER
With Sound Tracker you can find the complete music in programs, demos, etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

AUTOFIRE MANAGER
From the Action Replay III preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power! Joystick 1 and 2 are set separately for that extra advantage!

NEW **IMPROVED RAM EXPANSION SUPPORT**
Now many more external Ram Expansions will work with all Action Replay III commands.

DISKCODER
With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. "Tagged" disks will only reload when you enter the code. Very useful for security.

NEW **SET MAP-**
allows you to Load/Save/Edit a Keymap.

PREFERENCES
Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

DISK MONITOR
Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

IMPROVED PRINTER SUPPORT-
including compressed/small character command.

NEW **DOS COMMANDS**
Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

NEW **FILE REQUESTER-**
if you enter a command without a filename, then a file requestor is displayed.

DISK COPY
Disk Copy at the press of a button - faster than Dos Copy. No need to load workbench - available at all times.

PLUS IMPROVED DEBUGGER COMMANDS-
including Mem Watch Points and Trace.

NEW **BOOT SELECTOR**
Either DFO or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

PLUS A MACHINE CODE FREEZER MONITOR WITH EVEN MORE POWER!!

EVEN MORE FEATURES INCLUDING 80 COLUMN DISPLAY AND 2 WAY SCROLLING:-

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- Full screen editor
- Load/Save block
- Write String to memory
- Jump to specific address
- Show Ram as text
- Show frozen picture
- Play resident sample
- Show and edit all CPU registers and flag
- Calculator
- Help command
- Full search feature
- Unique Custom Chip Editor allows you to see and modify all chip registers - even write only registers
- Notepad
- Disk handling - show actual track, Disk Sync. pattern etc.
- Dynamic Breakpoint handling
- Show memory as HEX, ASCII, Assembler, Decimal
- Copper Assemble/Disassemble - now with suffix names

REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S "FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT - INVALUABLE FOR THE DE-BUGGER OR JUST THE INQUISITIVE!



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HELPING HAND

Some of the hottest ducks, dives and tips for sensational game play come from you, the readers – after all, only the best people read *Amiga Format*! Andy Nuttall filters through the queries and snippets of advice to help you play like an expert.

WE HAVE LIFT OFF

In issue 47, Gordon Hayes asked how to take off with the spaceship in *Scary Mutant Space Aliens From Mars*. Well, I've thought about it, and have come up with the answer.

Put the cheese from the refrigerator in the spaceship's garbage can. Log on to the computer, using the hacker's note that is found in your manual (the real one which came with the game), then type your destination number. And off you go!

Mattis Folkestad
Hamarøy, Norway

Hurrah! Thanks Mattis, that one's been going for quite a while now. Have a copy of Lemmings 2 *with our compliments.*

REV UP LEMMINGS



Be sure to have a CD in the CD drive when loading *Lemmings 2* on to a CDTV.

I noticed that someone was having a bit of a problem running *Lemmings 2* on their CDTV (Answerfile, issue 49). Well the simple solution to this is to have a CD present in the CD drive while you are loading *Lemmings 2* – that way you should find the game loads and works as normal.

Robert Powell
Gravesend

IT'S NO PUSHOVER



Can you handle level 32 of *Pushover*? As the clock ticks, you have to move a lot of blocks.

Can you help me with *Pushover*? I am stuck on level 32 – I don't have enough time to move all the delay blocks from one side to the other. Is there a cheat or a solution?

Mrs L M Mann
Aberdeen

Well, the code for level 33 is 25102 – but unfortunately we do not have a solution. Hope that helps, though.

CATCH THAT CRAB



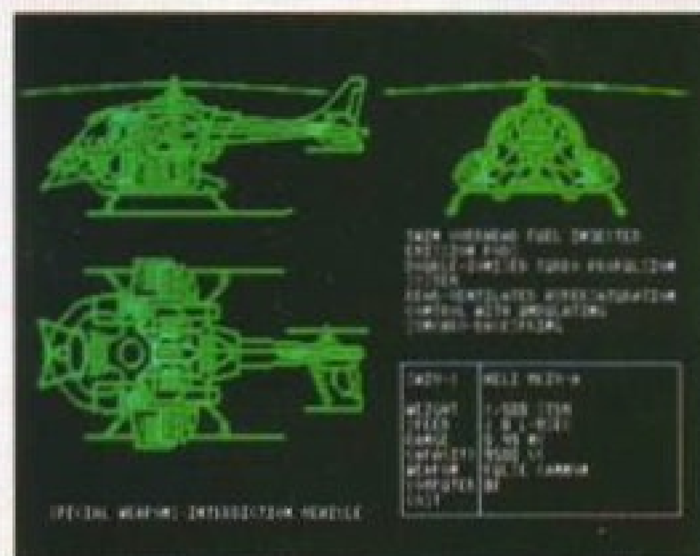
If all else fails when you try to build a crab catcher in *Indy 4*, nick someone else's lunch!

I'm in the crab room trying to catch a crab in *Indy 4* adventure, but I can't get a crab trap together. Apparently you should make it out of the gum and the ship rib, but it doesn't work – help!

Martin Lewis
Darlington

You need to use the gum, the cold cuts, the bread or the submarine sandwich in the rib cage, then put the baited cage in the pool. If you don't have one or more of these ingredients, I'm afraid you will just have to beat up the guard and pinch his lunch!

LESSON FOR CHEATS



Cheating in SWIV isn't as easy as it seems. But take our advice and it should go smoothly.

Why won't the cheat for SWIV work on my A600? I've paused it, typed NCC1701, but it won't work. What am I doing wrong?

Philip Black
Plymouth

Ah well, the cheat that you have isn't quite right. What you should do is press P to pause, and type NCC-1701, then press N. The screen will flash, then press P to restart the game.

IT'S OUT OF ORDER



Trying to fix the well in *Curse of Enchantia* has gone to his head. If only he'd listened to us.

In *Curse of Enchantia*, I have to throw a coin into a well to make the gameshow host appear. However, there is an Out Of Order sign on the wall. How on earth do I make the well work?

Tim Claridge
Everywhere

When you have finished everything on the level – that is, taken all of the boulders, given them to the rock basher, taken the coin, tied the wire to the loops, taken the mud and worn the helmet (phew!) – the Out Of Order sign will disappear. After all that, you should find that the well works perfectly.

BEAT THE BEASTIES



Don't get barbecued by the beastie in *Elvira 2* – follow Andy's tips for success!

I need some assistance to complete *Elvira 2*. I have rescued Elvira, resurrected the priest, and returned all the shaman's artifacts to him. When I ask the priest for help he mentions drawing pentacles, but he won't actually do it. So when I reach the parking lot I get barbecued by the beastie. Help!

A Bettley
Eastbourne

You need to make the priest draw a pentacle of blood in the parking lot, then give the pipe to the chief and get him to bless the magic bag, the war-lance and the tomahawk. In the parking lot, lay out the candles on the pentacle and light them. Then use the magic bag to summon Cerberus. Use a Bind Demon spell. Then as soon as the lightning subsides, throw the lance at him and throw the tomahawk straight through his heart.

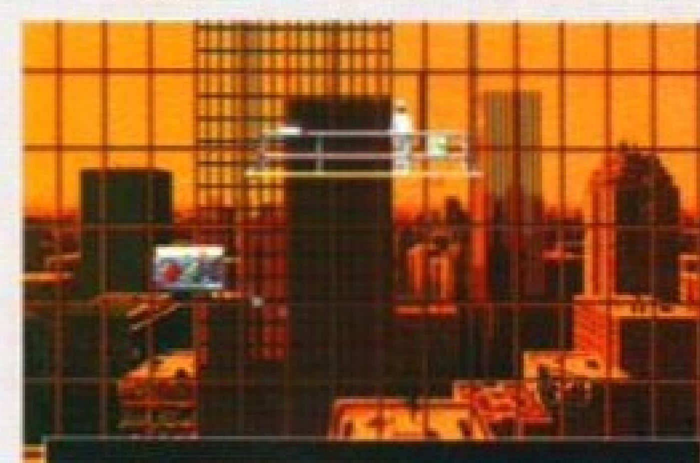
AN ALL TIME LOW

Fred Maughan (Helping Hand, issue 48) said he couldn't get under one of the barriers in *Castle Master* because it was too low. To get under it you must go in the doorway nearby, and walk along to the next wall so that you don't fall off the balcony. Go out another door, and you will be on the other side of the barrier.

Matthew Fletcher
Birmingham

Cheers Matthew, I'm sure our 64-year-old adventurer can rest in peace now.

DON'T INSPECT ME



A bit of cunning is all it takes to get past the train inspector in *Future Wars*.

Can you tell me how to pass the inspector in the train station in *Future Wars*? I have a blowtorch, a key, a newspaper, a lance, a glass capsule and some documents.

Steven Proudlock
Driffield

Simply go up to stand behind the inspector, then when the hostess makes up, exit through the arrows up the elevator.

SEND US YOUR STUFF

If you're having trouble with a particular game or have a solution to a letter printed in the magazine, don't keep it to yourself – write it down and send it to us, and we'll do our best to print it. Send it to: HELPING HAND Amiga Format, 30 Monmouth Street, Bath BA1 2BW.

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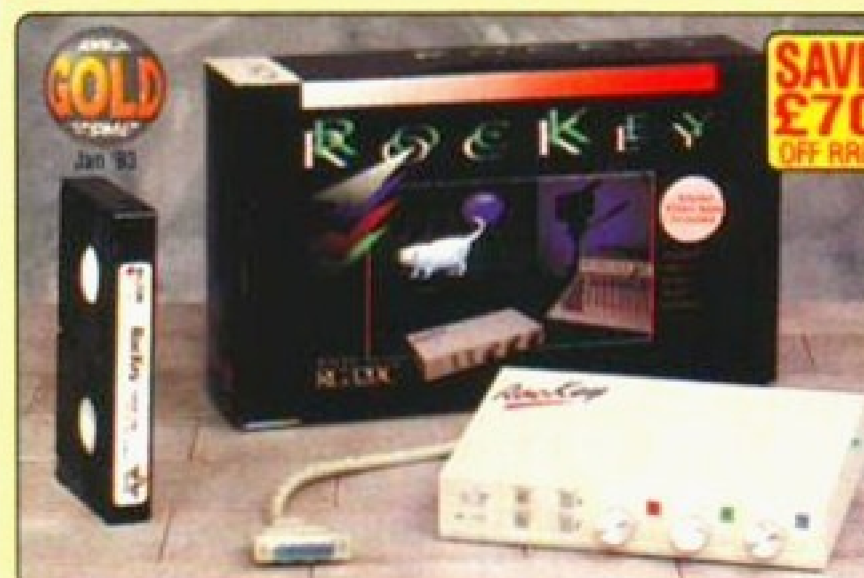
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- LED status indicator
- Compatible with RocKey

"Good value for a budget genlock." Amiga Format

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VIDEO SPECIAL EFFECTS



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To use RocKey you will need a genlock. Silica are offering RocKey with the RocGen Plus genlock for only £249! A saving of £99 off the normal combined RRP of £348.95!

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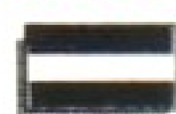
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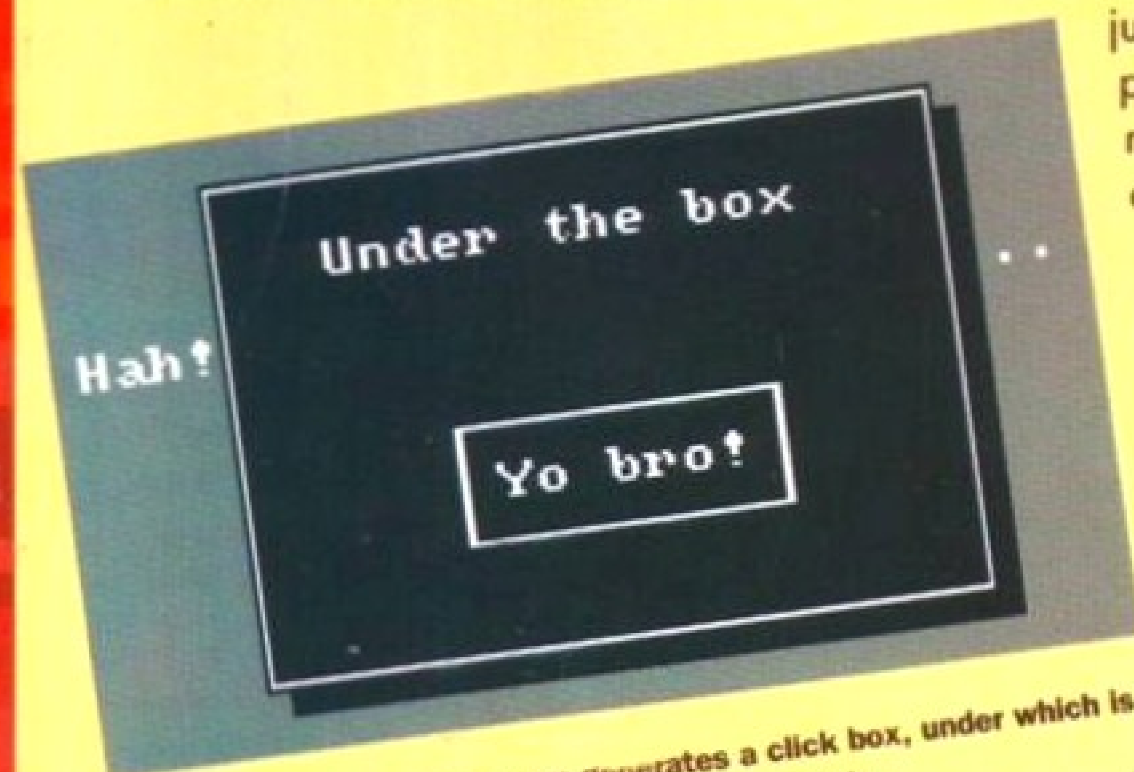
ADIOS AMOS!


Here is a simple IFF picture, one of the original demo pictures by Jim Sachs.

In the last of our AMOS tutorials on the AMOS programming language, we look at icons and blocks, plus a quick word about AMAL.

HERE WE ARE again for a last helping of do it yourself *AMOS* programming. We've covered almost every facet of the language over the last 10 months, and just about the only thing we haven't really touched on to any great extent are icons, screen blocks and AMAL.

Ah now, AMAL. We wanted to have a word with you about that. Come in, sit down. Tea? Oh alright. The thing is there won't be any more AMAL stuff than we already told you. Why? Most serious *AMOS* programmers don't use the stuff, simply because you can do things just as well with *AMOS* proper which don't start to mess things up when you compile, like AMAL does. AMAL is precompiled, so there are no speed benefits anyway, and why run the risk of a clash, or worse still a crash? There are plenty of books available on *AMOS* which give you as much information on AMAL as you could possibly want, if for example you don't really want to compile anything.



The block based alert program generates a click box, under which is some text we protected with the block commands.

Right that's got the dust of AMAL off our boots, let's forge ahead into untrammelled wastes of icons and screen blocks.

Icon see clearly now

Icons mean something different in *AMOS* than they do in most computing. In Workbench they are a picture of a disk on the Workbench which lets you manipulate files with a mouse rather than by typing things into the computer. Icons in *AMOS*, however, are pieces of background graphic, which can be stored in a memory bank like any other kind of sprite, bob, sound, music or graphic screen. Once stored they can be pasted to the screen in any order to make up custom backgrounds which because they are made from small repeated pieces of graphic take up less time and memory than storing and unstoring whole screens each time you want a new background. It's like tiling a kitchen or a bathroom with patterned tiles, each tile is the same and only very small in size, but put a lot of them together and you cover a large area with an interesting pattern.

Most games consist of a lot of different screens, and if these were full size IFF screens, your average arcade game would be about 3Mb in size. Therefore the easy way out is to make small square graphics, called tiles, and paste these on to the screen over and over. This means that, say you have a graphic of a wall, in which most of the tiles are the same except for the one which has a lamp fitting, a bit of moss or a door in it. This means that you can build the whole wall from just five tiles, repeating them over and over as you go along, and just varying the type of tile you put down to add a little bit of interest.

The icons are put to the screen in what we'd call "replace mode", so anything on the screen will be erased by the new graphic. This is distinct from the modes for, say, sprites and bobs which don't interfere with the background at all. (Note: Sprites and bobs will move over icon backgrounds with the ease they would over a full screen IFF graphic.) Icons, as we've already explained, are the more permanent way of storing backgrounds as memory banks of small portions or tiles of graphics, and this is the most memory effective way of creating backgrounds.

You can get an icon tile from an IFF file like you can with bobs or blocks, but the best way is to create your icon tiles in an editor of some sort and save them as a bank. You can create them in *SpriteX* or a similar Bob program, and if the editor doesn't save as Icons you can always run the resultant bob bank

through a program like *ICON_CONV.AMOS* by Shadow Software.

To save you the trouble if you can't find a program to do the job, here is how to write your own simple icon grabber:

```
Flash Off : Cls 0
Shared N,X,Y,X1,X2,Y1,Y2
```

First the usual set-up guff, plus a little file requester call to load a picture. This picture should be some background patterns you wish to grab, and in IFF format from a program like *Deluxe Paint*.

```
N=1
Dir$="df0:"
F$=Fsel$("*.iff","","Choose
an IFF file")
Load Iff F$,0
```

The main loop below lets you grab an area and store the variables of the start and finish positions so the area can be grabbed as an Icon.

```
Do
   X=X Mouse : Y=Y Mouse
   If Mouse Click=%1 Then
_START
   If Mouse Click=%10 Then
_END
   X$=Inkey$
   If X$="s" Then _SAVE
Loop
Procedure _START
   X1=X Screen(0,X) : Y1=Y
Screen(0,Y)
   Shoot
End Proc
Procedure _END
   X2=X Screen(0,X) : Y2=Y
Screen(0,Y)
   _GRABIT
End Proc
```

The two variables are then fed to the GRAB procedure which uses the GET ICON command to store the icon into a bank.

```
Procedure _GRABIT
   Get Icon N,X1,Y1 To X2,Y2
   Bell
   Inc N
End Proc
```

and finally your bank is saved to disk using the file requester again.

```
Procedure _SAVE
   F$=Fsel$("*.abk","","Save
icon bank")
   Save F$,2
End Proc
```

To grab an icon using the program you press the left button at the top left corner of the icon, and press the right button at the bottom right corner. The left button press is confirmed by a Shoot sound, and the right by a Bell sound. The icon is then grabbed into an icon in bank 2. The number of the icon is given by the variable N, and this is incremented as you go to place the icon in the next slot along in the bank.

Finally, when you are ready to save off the icon bank, press the 'a' key, and the save requester will pop up, allowing you to save the bank to disk as any filename you choose. This isn't the best program you can make, but it's short and it shows you the way you would do it if you were going to write a more complex util for this purpose.

Living in a Blocks

AMOS also provides you with what it calls Screen Blocks, and these are just like Icons except that they are really only temporary screen shapes. Blocks aren't stored with your program and cannot be saved to a memory bank. There's no real need to save them either, as they are grabbed from the screen and chances are that you have the screen from which the block was grabbed.

This short program demonstrates the grabbing of a Screen Block and moving it about in real time:

```
Load Iff "your picture.iff",0
```

First load a picture and make sure it goes into screen 0 by appending the command with ",0".

```
For X=0 To 7
   For Y=0 To 9
   Get Block
X*10+Y+1,X*32,Y*20,32,20
   Next Y
Next X
```

Next a loop, or a pair of nested loops which grab a block from the screen.

```
Do
   Put Block
Rnd(48)+1,Rnd(Screen
Width)+1,Rnd(Screen Height)+1
Loop
```

And finally a loop to randomly place that block to the screen. Of course, once you know that the command is grabbing the correct area of the screen for the block, you could grab it under the main screen in screen 1 or similar, so the user doesn't see the grab happen.

Danger, danger!

You can also use blocks to good effect in slightly more technical programs. Take an alert box, for example. The block covering the words in this program can be recovered using block technology...

```
Paper 7 : Flash Off : Curs
Off : Cls
Locate 0,10 : Centre "Hah!
Can't write over me..."
```

This sets up the basic screen to give us something to print over. Then we trigger the _ALERT procedure and wait for a key to finish the demo.

```
_ALERT
Wait Key
```

Next the _ALERT procedure itself, which starts simply by specifying the area of the block to be saved.

```
Procedure _ALERT
   W=160 : H=100 : X=80 :
Y=50
```

The GET BLOCK command grabs the area which is about to be overwritten and hold it temporarily in memory.

```
   Get Cblock
1,X,Y,W+16,H+16
```

Next we draw the alert over the text previously saved. You will notice how the box is the same size and location as the bit we just rescued.

```
   Paper 0 : Pen 2
   Ink 0 : Bar X+5,Y+5 To
X+W+5,Y+H+5
   Ink 0 : Bar X,Y To
X+W,Y+H
   Ink 2 : Box X+1,Y+1 To
X+W-1,Y+H-1
```

TECH HELP IS AT HAND IF YOU NEED IT

If you have any initial problems with your *AMOS* disk or technical problems with *AMOS* itself, software support is available from the *AMOS* Club, 1 Lower Moor, Whiddon Valley, Barnstaple, North Devon EX32 8NW.

Send them details of your name and address, and £12 per year (£15 overseas) and you will get six issues of the newsletter full of *AMOS* hints and tips, plus a technical help telephone number you can call to help you figure out any problems you have with your *AMOS* programs.

Club members can also claim discounts on *AMOS* software, particularly programs from Shadow Software such as *CText* and *SpriteX*.



The same demo picture as the one on the opposite page by Jim Sachs, but this time it has been put through the random blocking program.



And again the same picture, but this time the television DVE simulator has been applied to transform the image.

```
    Locate X Text(X),Y
Text(Y)+2 : Centre
"Underneath!!!"
    Locate X Text(X+W/2)-3,Y
Text(Y+H)-4
    XB=X Graphic(X Curs)-7 :
YB=Y Graphic(Y Curs)-7
    Print Border$("Yo
bro!",2);
```

Next we have to reserve zone and set zone to wait for the mouse to click on our new text click box.

```
    Reserve Zone 1
    Set Zone 1,XB,YB To X
Graphic(X Curs)+7,Y
Graphic(Y Curs)+15
    While Q=0
    While Mouse Key=0 : Wend
    Z=Mouse Zone
```

the little instruction above checks for mouse clicks and if they are detected in the right place, a new box is printed over the top.

```
    If Z=1
    Paper 2 : Pen 0
    Locate X Text(X+W/2)-3,Y
Text(Y+H)-4
    Print Border$("Okay",2)
    Pen 0 : Paper 2
```

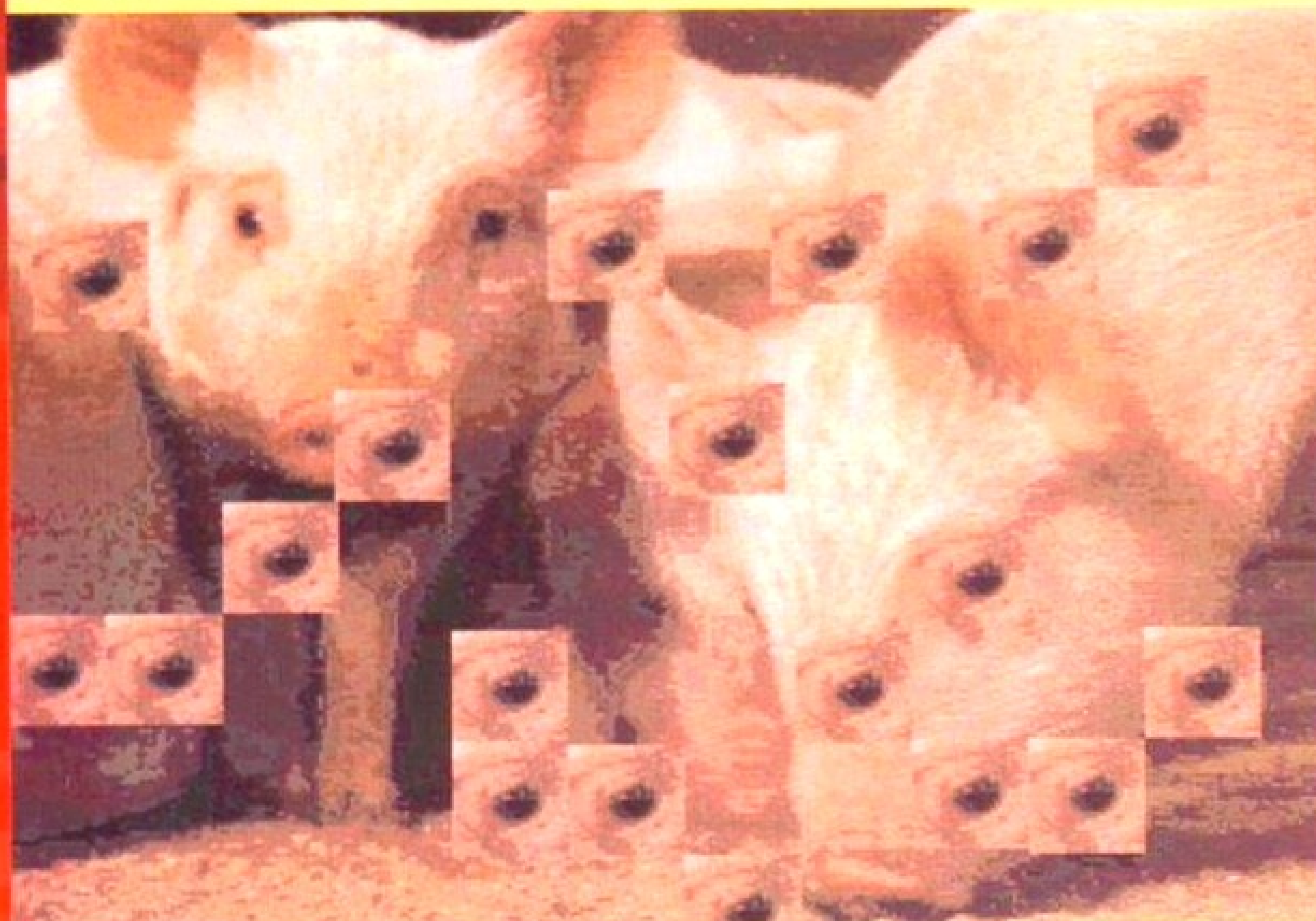
then a little noise is made...

```
    Play 30,40 : Q=1
    End If
    Wend
```

and finally the block we saved at the beginning using Get Block is replaced over the mess we just made.

```
    Put Cblock 1,X,Y
End Proc
```

When you click on the clickbox, which is a complete *AMOS* construct rather than any kind of automatic alert box, it will go away leaving the words underneath intact.



Using the blocks with AMOS, you can create effects using any IFF picture. Just pick your favourite – this choice of image does suggest something about the writer's mental state!

Open the blocks

This program does a neat trick with an area of screen. The effect is not unlike a TV digital effect, where a picture is moved around the screen. You could do this better if you loaded another screen under the current one, mess up the top screen with a block from that screen then float in segments of the hidden screen on to the top screen and place them.

```
Load Iff "your picture.iff",0
```

Any Iff format picture will do, just pick your favourite. Then we go:

```
Get Block 1,10,10,110,100
Double Buffer
Wait Key
```

If you're intending to move anything around the screen the double buffering is a good idea, as this makes the transitions smoother all round. Just a little wait key on the end to make sure that everything has stopped.

```
For X=0 To 320 Step 16
    Put Block 1,X,Y
    Put Block 1,Y,X
```

A 0-320 loop in 16 step increments, followed by put block commands to stamp the chunk of the IFF picture on the screen.

```
    Screen Swap : Wait Vbl
Next
```

More screen smoothing bits later, we have a smooth and very weird effect, which looks fetching on a digitised pic. Simple but very effective and the variations are endless.

So now you are on your own. You're free to write any programs on any subject you like with *AMOS*, and the best thing about the experience is that the program was free!

NOW WE'VE FINISHED THE COURSE, HOW ABOUT SOME...

FURTHER READING

If you want to read more about *AMOS*, we insist that you get the manual and examples disk from our mail order pages (try looking on page 166) a snip at £13.95. You don't have *AMOS*? Well, buy a back issue of *Amiga Format* 42 with *AMOS* free on the cover – see page 162.

THOSE LISTINGS IN FULL

```
Rem Icon Grab
Rem
Flash Off : Cls 0
Shared N,X,Y,X1,X2,Y1,Y2
N=1
Dir$="df0:"
F$=Fsel$("*.iff","","Pick an
IFF file")
Load Iff F$,0
Do
    X=X Mouse : Y=Y Mouse
    If Mouse Click=%1 Then
_START
    If Mouse Click=%10 Then
_END
    X$=Inkey$
    If X$="s" Then _SAVE
Loop
Procedure _START
    X1=X Screen(0,X) : Y1=Y
Screen(0,Y)
    Shoot
End Proc
Procedure _END
    X2=X Screen(0,X) : Y2=Y
Screen(0,Y)
    _GRABIT
End Proc
Procedure _GRABIT
    Get Icon N,X1,Y1 To
X2,Y2
    Bell
    Inc N
End Proc
Procedure _SAVE

F$=Fsel$("*.abk","","Save
icon bank")
    Save F$,2
End Proc
```

```
Rem Grab'N'Move
Rem
Load Iff "your
picture.iff",0
For X=0 To 7
    For Y=0 To 9
    Get Block
X*10+Y+1,X*32,Y*20,32,20
    Next Y
Next X
Do
    Put Block
Rnd(48)+1,Rnd(Screen
Width)+1,Rnd(Screen
Height)+1
Loop
```

```
Rem Blocks Alert
Rem
Paper 7 : Flash Off : Curs
Off : Cls
Locate 0,10 : Centre "Hah!
Can't write over me..."
_ALERT
Wait Key
Procedure _ALERT
    W=160 : H=100 : X=80 :
Y=50
    Get Cblock
1,X,Y,W+16,H+16
    Paper 0 : Pen 2
    Ink 0 : Bar X+5,Y+5 To
X+W+5,Y+H+5
    Ink 0 : Bar X,Y To
X+W,Y+H
    Ink 2 : Box X+1,Y+1 To
X+W-1,Y+H-1
    Locate X Text(X),Y
Text(Y)+2 : Centre "Under
the box"
    Locate X Text(X+W/2)-3,Y
Text(Y+H)-4
    XB=X Graphic(X Curs)-7 :
YB=Y Graphic(Y Curs)-7
    Print Border$("Yo
bro!",2);
    Reserve Zone 1
    Set Zone 1,XB,YB To X
Graphic(X Curs)+7,Y
Graphic(Y Curs)+15
    While Q=0
    While Mouse Key=0 : Wend
    Z=Mouse Zone
    If Z=1
    Paper 2 : Pen 0
    Locate X Text(X+W/2)-3,Y
Text(Y+H)-4
    Print Border$("Okay",2)
    Pen 0 : Paper 2
    Play 30,40 : Q=1
    End If
    Wend
    Put Cblock 1,X,Y
End Proc
```

```
Rem TV Block Move
Rem
Load Iff "your
picture.iff",0
Get Block 1,10,10,110,100
Double Buffer
Wait Key
For X=0 To 320 Step 16
    Put Block 1,X,Y
    Put Block 1,Y,X
    Screen Swap : Wait Vbl
Next
```

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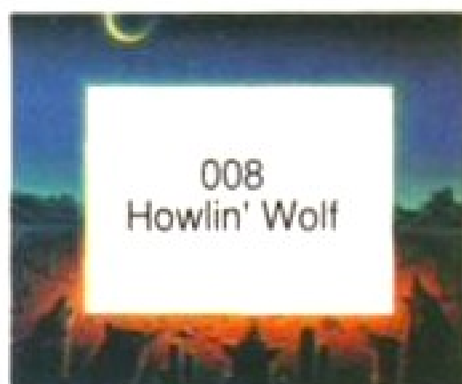
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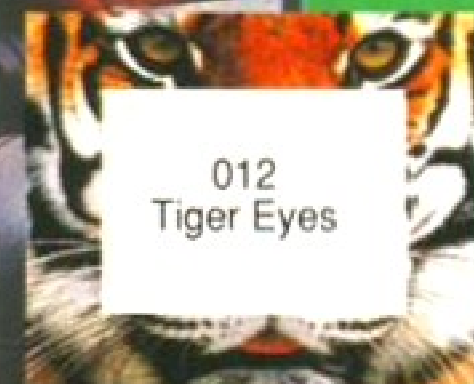




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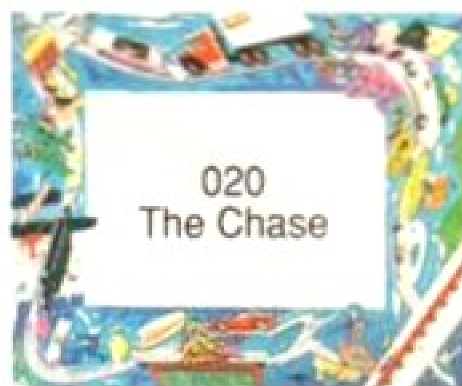




























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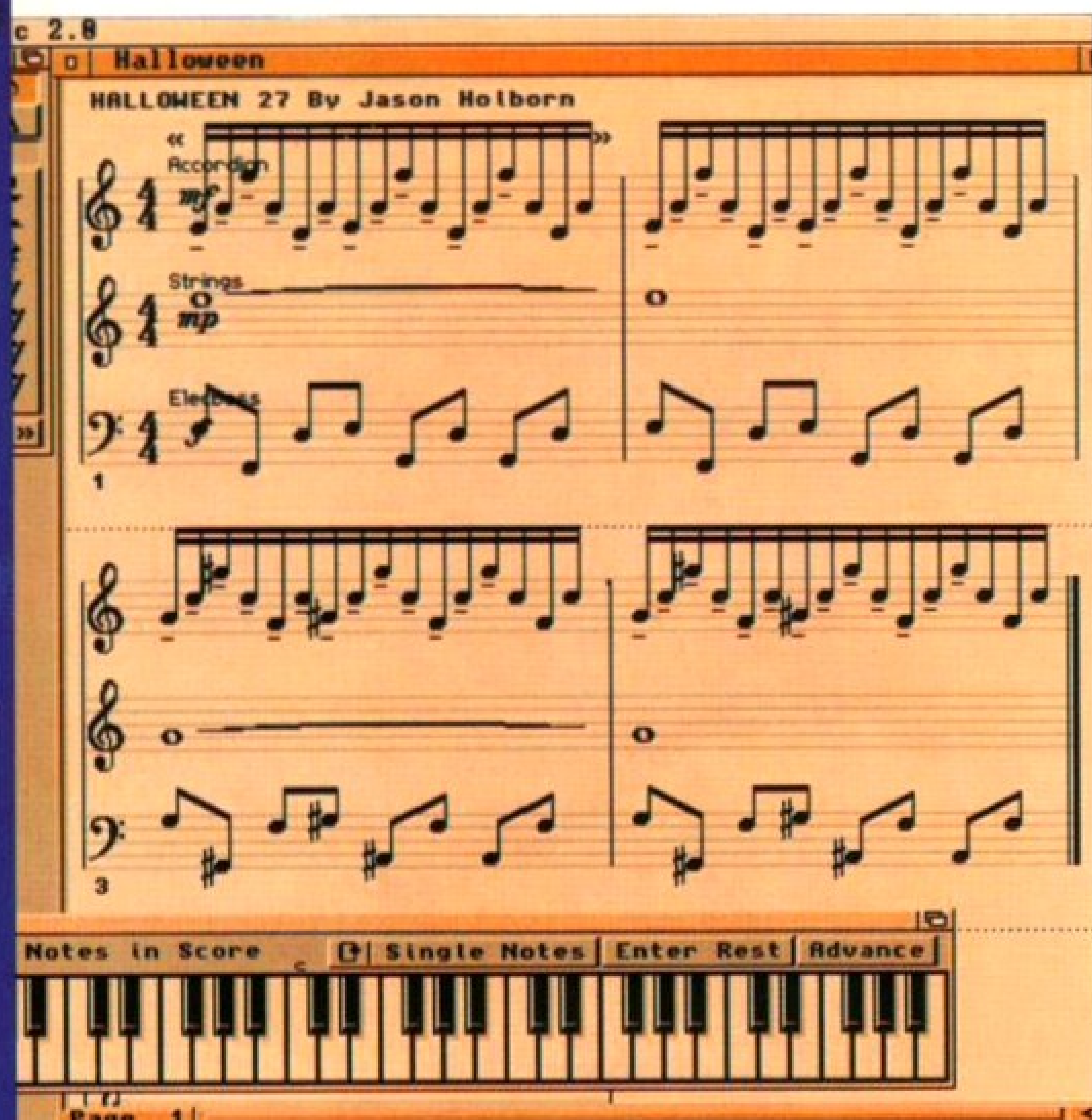


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CONSTRUCTION SET 2

Tried your hand at art with Deluxe Paint, and fancy moving on to music? Jason 'Amadeus' Holborn reveals a beginner's dream.



Deluxe Music 2 uses a conventional score notation approach: music is displayed in the same format as sheet music. This is grea5t for beginners, because you can type in tunes straight from the songsheet.

ELECTRONIC ARTS HAVE a reputation for frequently releasing upgrades to their *Deluxe* range of products – witness *Deluxe Paint*, now in its fourth (or should that be fifth?) incarnation – but many industry-watchers believed that *Deluxe Music*, EA's offering to Amiga musicians, had fallen by the wayside. Originally released when the Amiga A1000 was still king, *Deluxe Music* hasn't been upgraded since. Now, some seven years later, Electronic Arts have redressed the balance with the launch of *Deluxe Music 2*, possibly the most long-overdue upgrade ever.

Deluxe Music 2 is a powerful composition tool that lets you create music using either the Amiga's own internal sound capabilities or any number of synthesisers and samplers (or a mixture of both) all connected to the machine via a standard serial port MIDI interface. You could, in theory, control a bank of MIDI synthesisers and sound modules with *Deluxe Music* and use the Amiga as a sort of sample replay module. Many musicians (Renegade SoundWave and, supposedly, Paula Abdul) use the Amiga as a sound sampler. OK, so the sound quality isn't quite up to Fairlight standards, but many musicians prefer the 'grittiness' of Amiga samples.

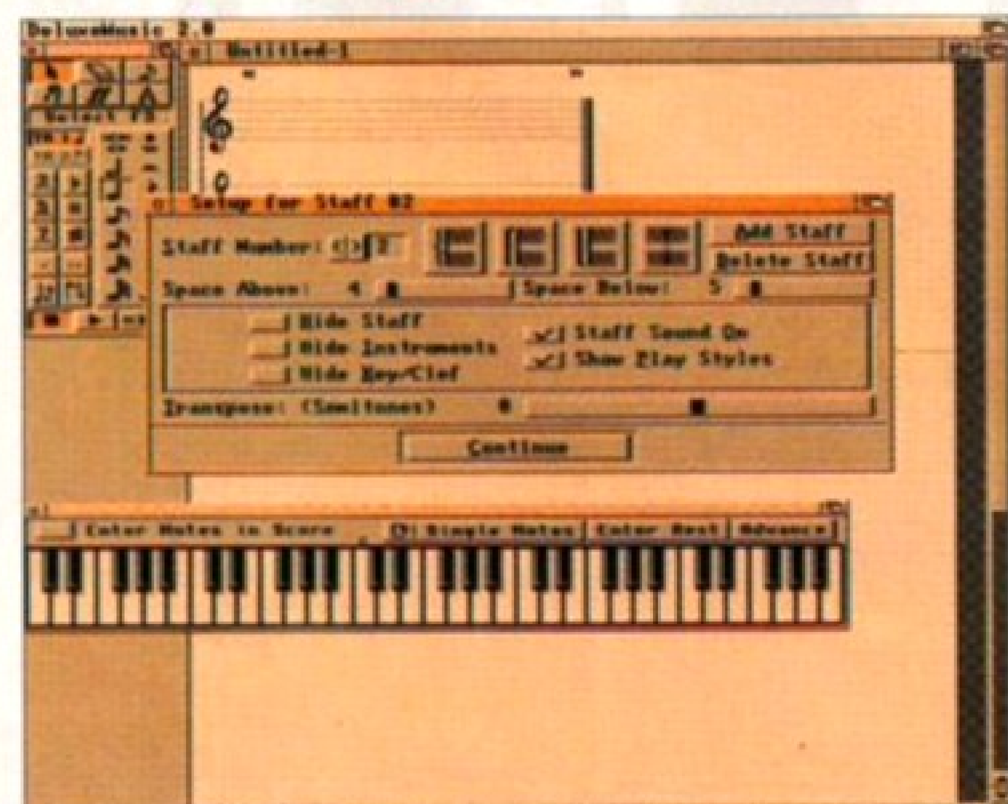
This package is something of a departure from the *SoundTracker* clones and MIDI sequencers that have become the standard composition tools for Amiga musicians. It uses a conventional score notation-based approach that even 'real' musicians should be able to understand. Music is displayed in the same format as traditional sheet music, and you can even print out your scores. There is a lot more to creating sheet music than simply plonking notes down on to a stave, but even professional score writers should find that *Deluxe Music 2* has everything they need to create good-looking sheet music.

The *Deluxe Music 2* screen is split into three windows, the largest of which holds your music in score format. The Score window is undoubtedly the heart of the system since you can enter music simply by 'dropping' notes into the stave. What's more, you can have several scores open at any one time (each with its own window) and cut and paste sections of music back and forth between scores.

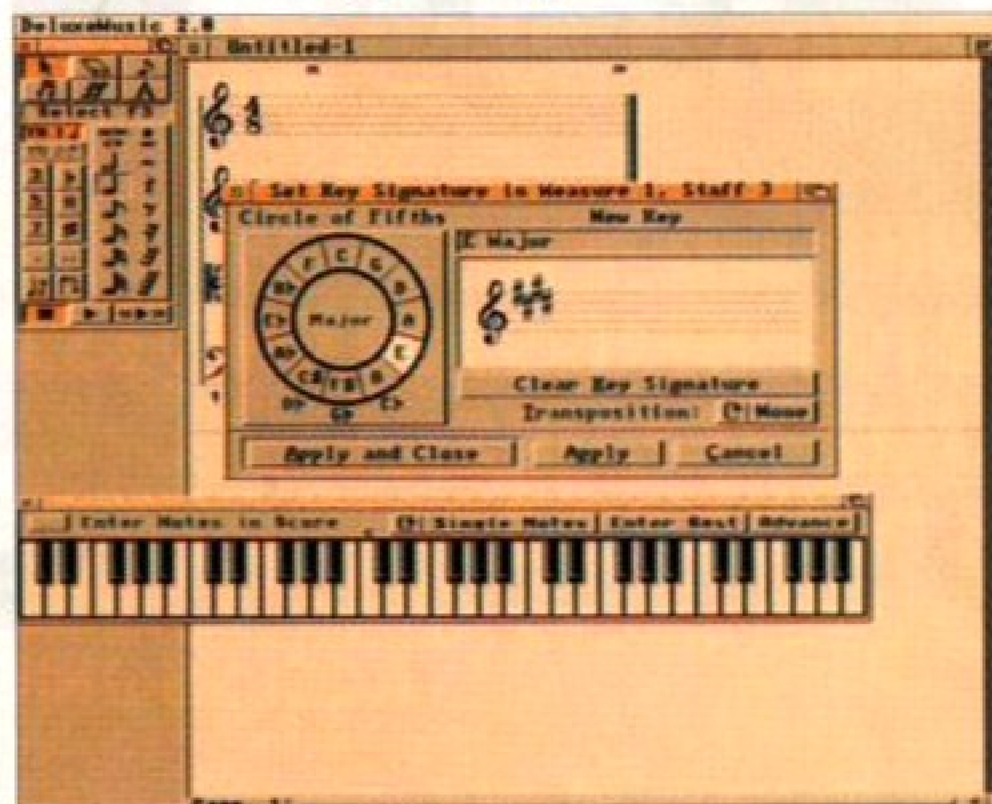
Next to the Score window is the Tools window, which gives you instant access to a selection of commonly used score editing tools. The window is split into two parts – at the top are six gadgets that allow you to select notes, remove them, insert new notes, 'beam notes', adjust the loudness of individual groups of notes and add lyrics directly on to the sheet. Clicking on any one of these gadgets will bring up a submenu for precise control over the tool in question. Beneath these are three icons which look like tape transport controls. They allow you to play the whole score, play just a bar or stop play.

Running along the bottom of the screen is a window containing a piano keyboard. If you're not too hot at reading music (who remembers Every Good Boy Deserves Favour and FACE from music classes?), you can enter notes by clicking on the appropriate key with the mouse. On playback, *Deluxe Music* 'plays' the music on the keyboard too.

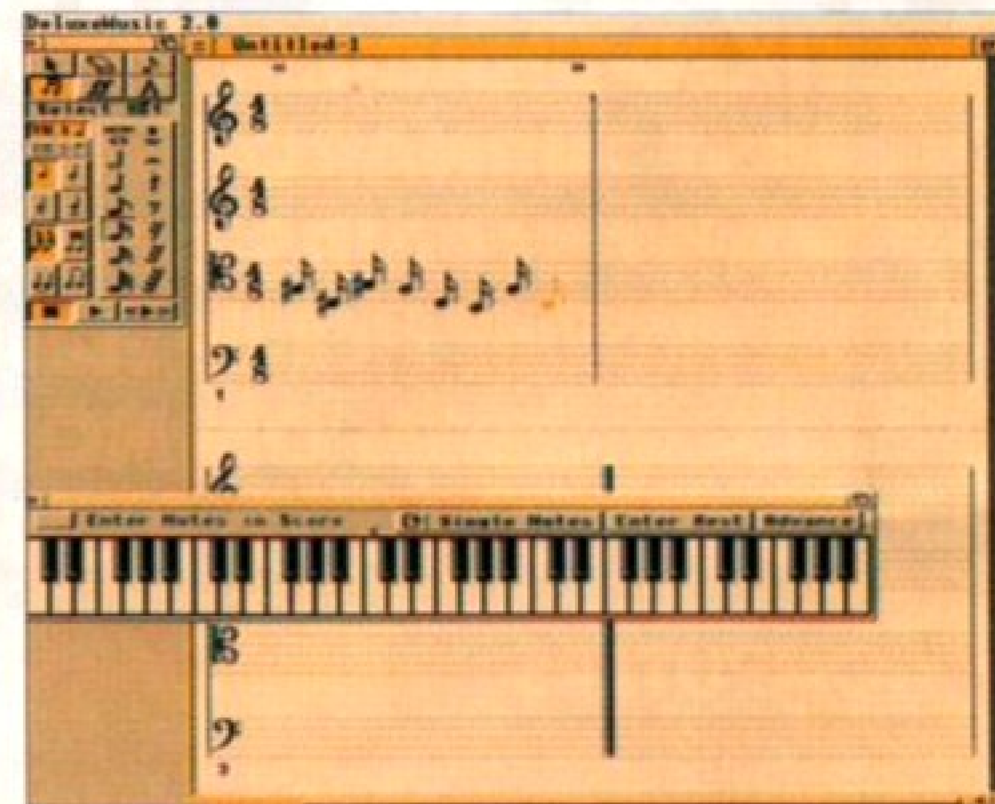
Checking the score – how to get your sounds on the screen
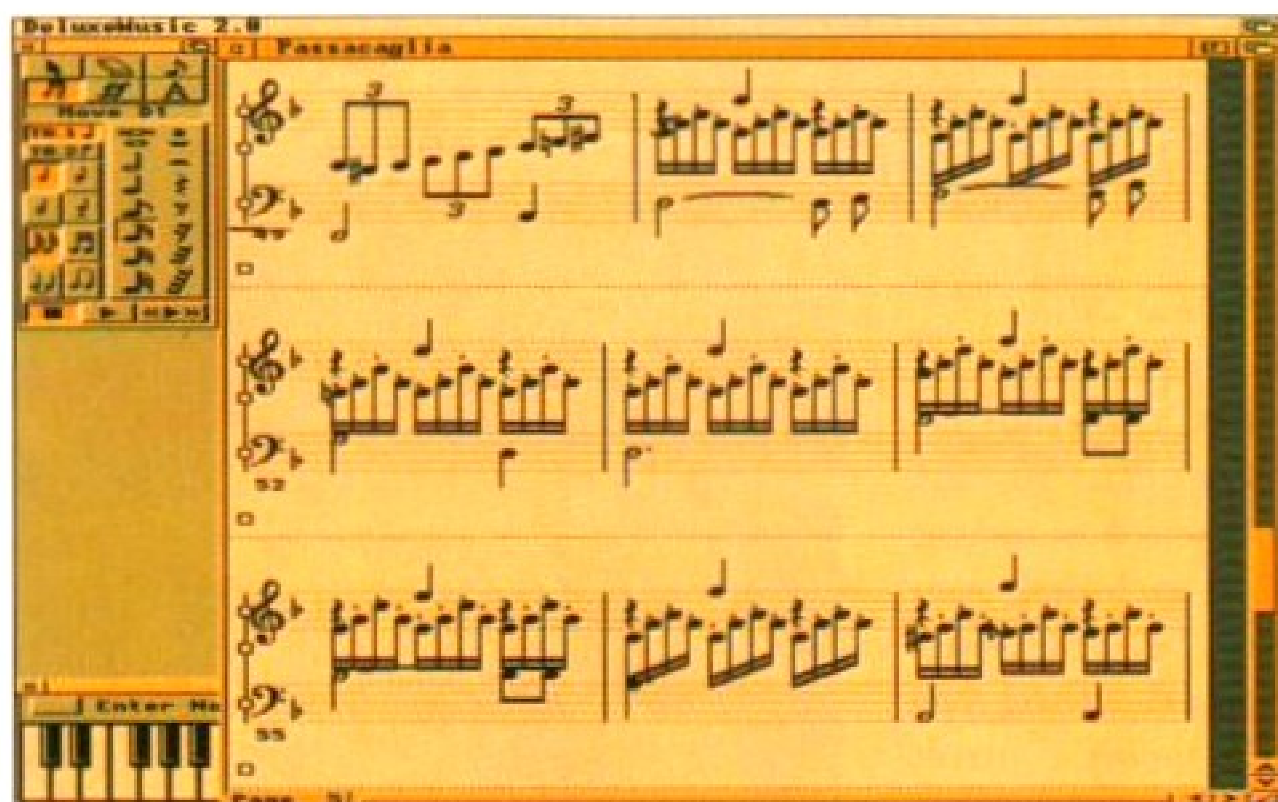


1 *Deluxe Music* has a default set-up that gives you two staves to work on – 'treble' and 'bass' – but you can add more manually by using the 'Stave Settings' requester. Just click on 'Add Staff' for each extra one that you require.



2 Once you have all the staves you need, you can fine-tune them to suit your own needs. *Deluxe Music 2* allows you to apply a both a time- and a key-signature to your staves and you can change a particular staff's 'clef' to treble, bass, alto or tenor.



3 Once you're happy with your score set-up, you can start entering notes. There are three ways of doing this: (a) record them in step time from a MIDI keyboard (b) click on the keys of the on-screen keyboard or (c) place them right on the staff with the mouse.



Music can be entered into a score in three ways. If you own a MIDI keyboard, you can enter music directly on to a stave simply by pressing the keys. Don't get too excited though – you can't enter performance data in real time. Each time you wish to enter a note of a different duration, you have to change the note type.

If you don't own a MIDI keyboard, you can still enter note data by using the on-screen keyboard – set the note type that you wish to enter, click on the keys and *Deluxe Music* will automatically stream the note data directly onto the stave. There is even a 'Chords' option but bear in mind that unless you own an external sound module, the number of sounds that you can play at once is severely limited by the Amiga's own sound hardware. Having said that, the program does seem to automatically combine chords through a single sound channel which is very clever indeed.

Finally, notes can be entered by dropping them directly on to the stave using the mouse. However, you will need to know a little music theory (size of rests, etc) to be able to get notes on to the stave in the positions that you want them.

Included with *Deluxe Music 2* is a selection of classical scores including *Passanaglia* (better known as *House of the Rising Sun* by the Animals).

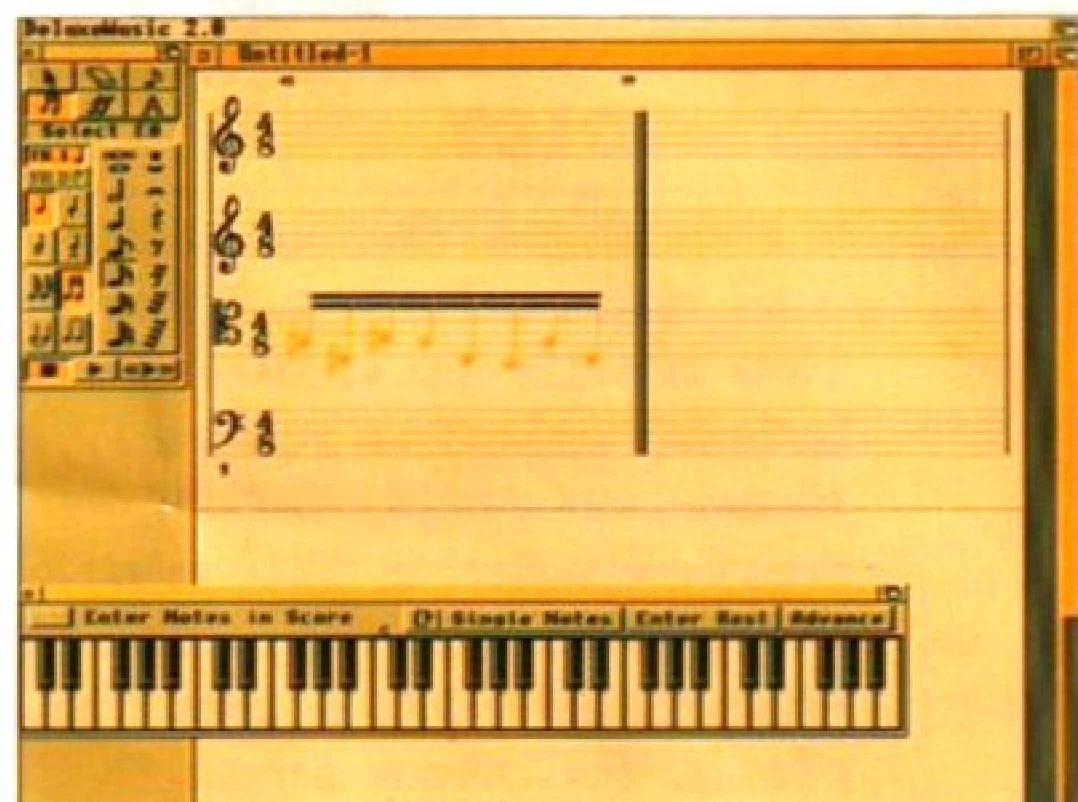
Score editing is pretty comprehensive too. At its simplest level, you can remove individual notes by clicking on the offending note and then selecting 'Cut' from the pull-down menus. If you need to remove a whole section of notes, all you have to do is to drag out a rectangle around the section of music, just like you would do to highlight a selection of icons on the Workbench. The program offers full cutting, copying and pasting of notes, so you can build up a sequence and copy it over and over again. Selected notes can also be tied and beamed. You can even adjust their pitch and timing. An annoying omission, though, is the ability to mute staves – a standard feature on any MIDI sequencer, but something that is sadly lacking from most programs of this type.

Deluxe Music's MIDI implementation has undergone a major overhaul. As anyone who used the original release will know, it had a habit of ignoring program changes and would sometimes lose notes, but version 2 appears to be flawless. Not only can you tie an instrument to a MIDI channel and program, but the program will also send MIDI volume messages and synchronise to a MIDI clock. Any scores created in *Deluxe Music 2* can be saved out in standard MIDI file format (MFF), so there's no reason why you can't port them directly into your sequencer. MFF files can be loaded into *Deluxe Music* too, but they often need tidying up.

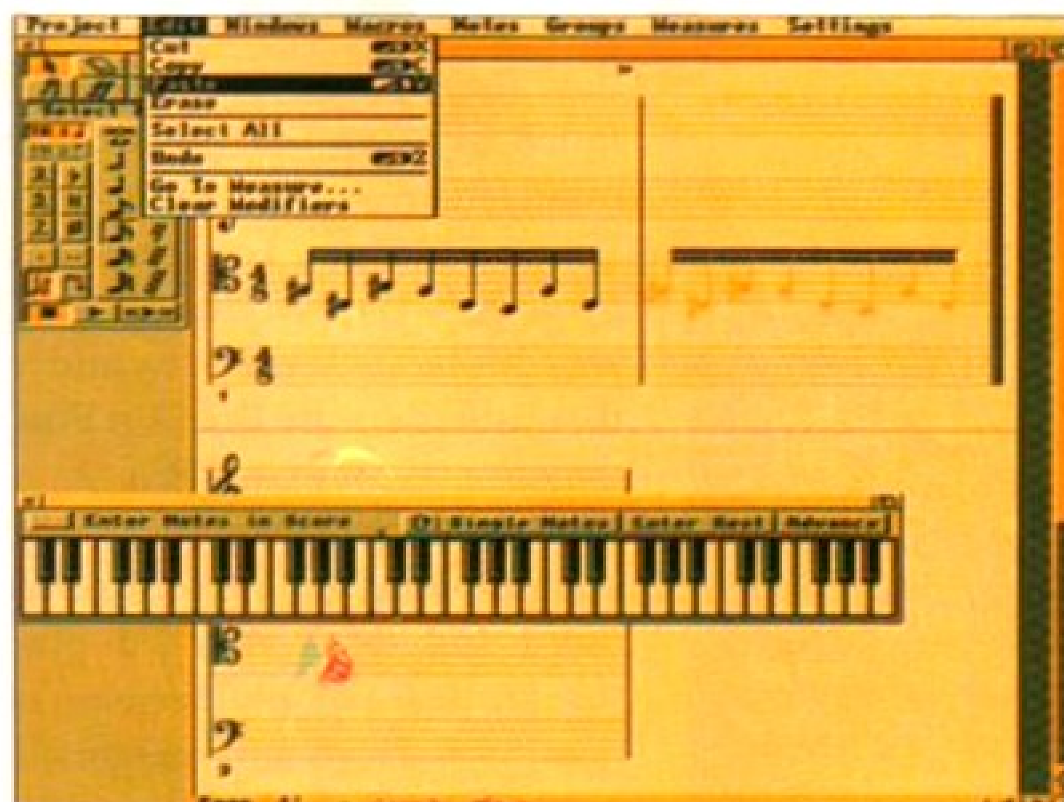
As a companion to a sequencer, *Deluxe Music* is ideal. The original was something of a poor relation to others in the *Deluxe* range but EA have managed to transform this latest release into a market-leading product. Although it won't appeal to all musicians (writing music in score format takes considerably longer than it does with a MIDI sequencer), it's ideal for most home users.

Even if you're the sort of person that thinks that a quaver is a cheesy crisp, you'll find *Deluxe Music 2* a joy to use.

" Although it won't appeal to all musicians – writing music in score format takes considerably longer – it' ideal for most home users. Even if you're the sort of person who thinks that a quaver is a cheesy crisp! "

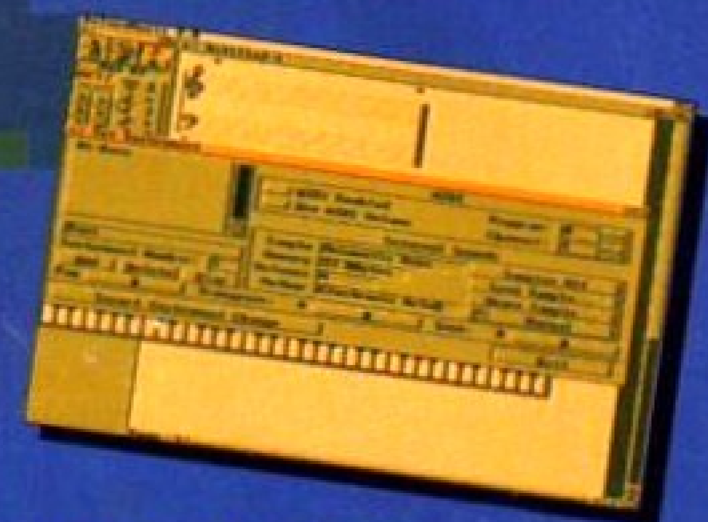


5 **In order to tidy up your score, *Deluxe Music 2* allows you to 'beam' notes. Beaming a group of notes together indicates that they belong to the same beat of the bar. Selected notes can also be tied or have characteristics such as their pitch and timing altered.**



6 ***Deluxe Music 2* provides a comprehensive set of 'cut and paste' tools that allow you to select a section of music and transfer it to another part of the sheet. The program's paste facility will adjust the positions of notes if they are transferred to a stave of a different clef.**

DELUXE MUSIC 2



DESCRIPTION
Music composer

MANUFACTURER
Electronic Arts

DISTRIBUTOR
Electronic Arts 0753 546465

PRICE
£89.99

RELEASE
August 93

SPEED ●●●●
Transcribing music is a breeze with *Deluxe Music 2*.

MANUAL ●●●●●
The *Deluxe Music* manual is thick and full of detail.

ACCESSIBILITY ●●●
Very simple to get into, even if you don't know quavers from minims.

FEATURES ●●●●
The lack of a real-time MIDI input is a shame.

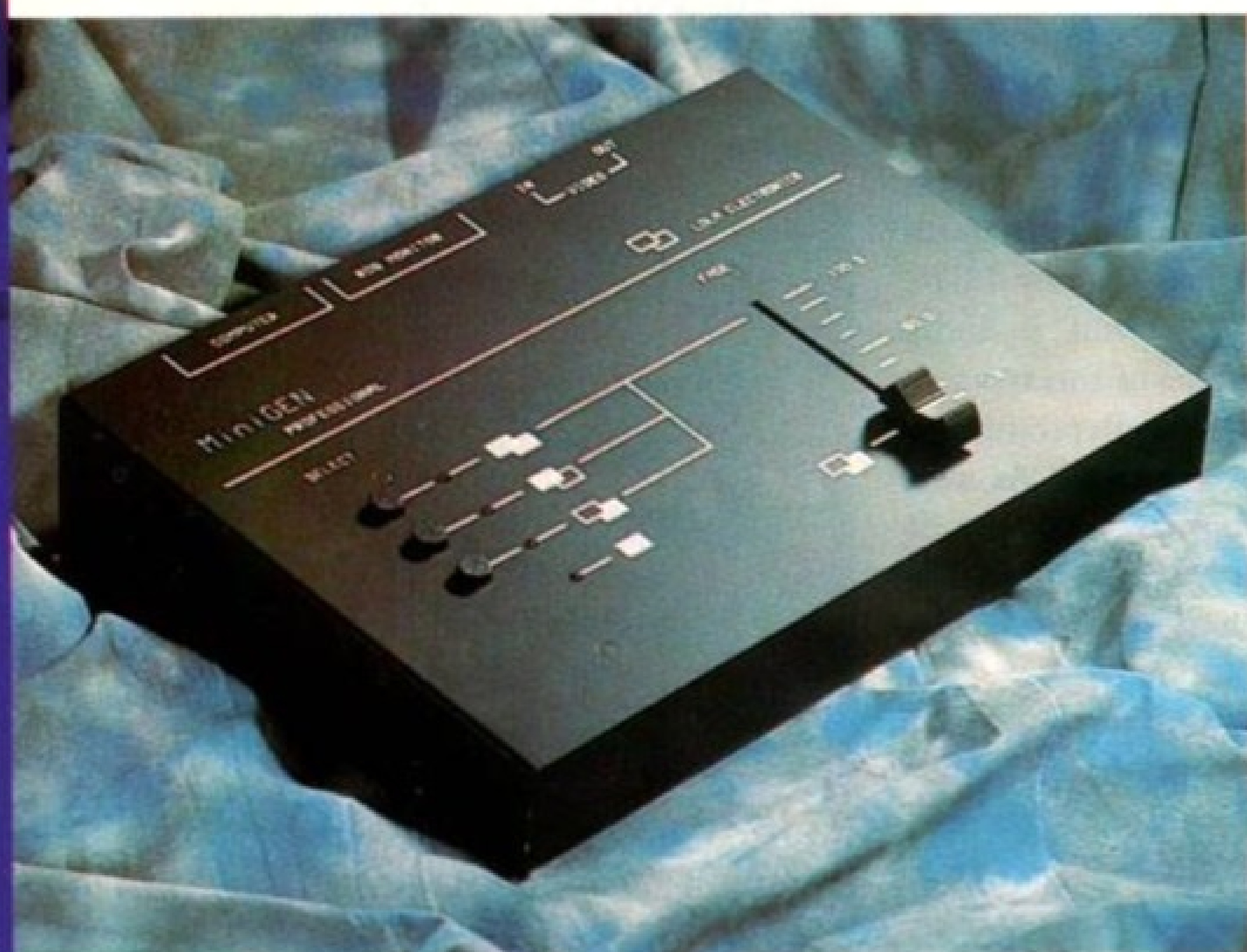
VALUE ●●●●
Like all *Deluxe* products, this one is very sensibly priced.

VERDICT

" This update of a 1987 original has been a long time coming, but it was worth waiting for... EA have come up with the ideal companion to a sequencer – it is a real joy to use. "

88%

Mini GEN PRO



Would you like to make a start in video titling? Jason Holborn has a gadget that could help...

IF YOU'RE SOMETHING of an Amiga veteran, then chances are the MiniGEN name rings a bell or two. The original was created over six years ago by a company called Applied Systems and Peripherals (ASAP to its friends) and was the first 'truly affordable' (cheap!) genlock to be launched for the Amiga.

By no means new on the Amiga scene, this is the MiniGEN in its latest incarnation.

Back then, genlocks cost an arm and a leg, but after MiniGEN came a whole new generation of low-cost video devices including genlocks and chromakeys and, as often seems to happen with ground-breaking ideas, MiniGEN was quickly overtaken by the imitators that followed it.

Although ASAP are no longer with us, the MiniGEN has now been taken up by Lola Marketing, a new name on the Amiga scene. Not only have Lola taken on the original MiniGEN (see 'Genlocking for £50!' below), but they've also launched a brand-new version that aims to snatch back the budget genlock throne that once belonged exclusively to MiniGEN.

The heavily updated MiniGEN Pro has significantly more features and yet it sells for only a few pounds more than the launch price of the original MiniGEN. Isn't progress wonderful!

For your £150 you get a very stylish looking genlock that connects to the Amiga's RGB video port via a standard 23-pin video cable, which is included. As a result, MiniGEN Pro can be positioned next to your Amiga keyboard, giving you quick and easy access to its many controls without having to perform painful yoga-like contortions.

The MiniGEN Pro casing is made of solid metal although it feels rather light. Though the casing is only slightly smaller than a piece of A4 paper, the actual genlock circuit board is miniscule

Getting MiniGEN Pro up and running is very simple indeed. All you need to do is connect a standard composite video signal to the 'Video In' socket using any video lead terminated with a BNC socket (it's nice to see Lola haven't gone for tacky 'Phono' connectors) and then feed the output (Video Out) into either a second video deck or a preview monitor.

Sadly MiniGEN Pro can't handle S-VHS video signals, but one feature in its favour is the addition of an RGB video passthru, something that was sadly lacking from the original.

As you'd expect from a genlock of this price, MiniGEN Pro does include the now obligatory fade/dissolve controller which allows you to perform very professional-looking fades simply by adjusting a slider control on the genlock fascia. This fader works in all of the genlock's three modes, although you'll get different results in each mode.

The three modes on offer are Graphics Only, Keyed Video (Amiga graphics overlayed onto a video signal) and Video Only. Performing a fade in Keyed mode will cause the overlayed graphics to fade in and out, but in other modes the entire picture will fade to black.

MiniGEN Pro is a vast improvement over the original, but I can't help thinking that the market has moved on just too much to make this latest release anything other than average. Sure it's cheap, but then so are RocTec's excellent range of genlocks – the RocGen RG300C, for example, can be picked up for under £100 these days and even the RocGen Plus costs about the same as MiniGEN Pro.

In performance there's very little to separate RocGen Plus from MiniGEN Pro, but I still think that I'd plump for the RocTec unit simply because of its higher quality of design and manufacture.

MiniGEN Pro's fader control is more positive in use, but the RocTec unit also offers the added benefit of compatibility with RocTec's astonishingly good RocKey chroma-key system. Unless you have some strange hatred for RocTec products, MiniGEN Pro is probably the second best in this market.

GENLOCKING FOR £50!

If even a so-called 'budget' genlock such as MiniGEN Pro is beyond your pocket, then Lola have something to offer you.

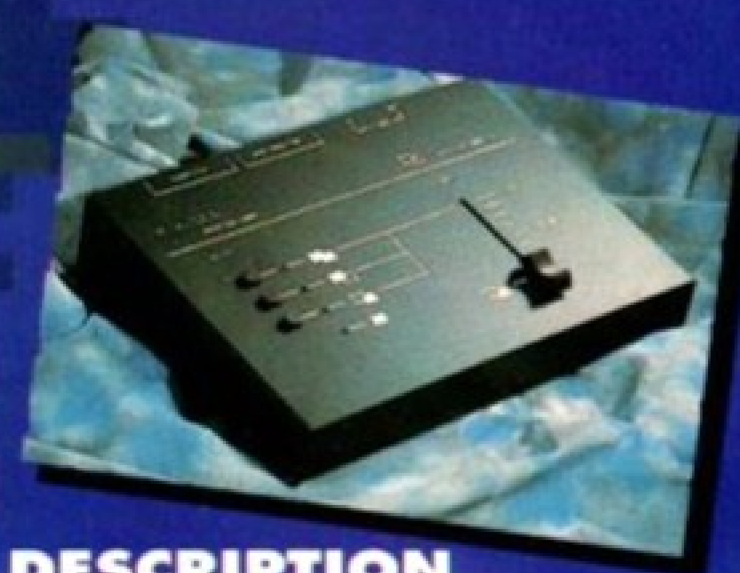


A genlock for just £50? The original MiniGEN is now a bargain.

For little more than the price of two Amiga games, Lola will gladly sell you the original MiniGEN. Although it lacks many of the features to be found in its big brother (RGB passthru, fade controls and so on), MiniGEN still represents a great choice for the first-time videophile especially at such a low price.

Image quality isn't great and the unit does suffer from the lack of an RGB passthru, but no one can doubt that it still represents great value for money. Check it out.

MINI GEN PRO



DESCRIPTION
Entry-level budget genlock

MANUFACTURER
Applied Systems and Peripherals

DISTRIBUTOR
Lola Marketing, 0858 880182

PRICE
£149.95

RELEASE
September '93

SPEED ●●●●●
Since all genlocks operate in real time, you could hardly fault it here.

MANUAL ●●●●
Everything you need to know (and more) is there in clear English.

ACCESSIBILITY ●●●●
Its simplicity certainly makes it a very easy genlock to use.

FEATURES ●●●
Nothing that can't be found on a hundred other budget genlocks.

VALUE ●●●
It's cheap, but there are cheaper models that offer similar facilities.

VERDICT

“ Perhaps the market has moved on a little too much to make this latest release more than average. In performance there's very little to separate MiniGEN Pro from its rival, RocGen Plus ”

78%

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The VideoPilot hardware is a robust unit that connects to the Amiga via the machine's serial port. It provides direct control over up to four separate video decks connected to its rear.

VideoPilot V330

Do you want to be the next Spielberg? Here's how to remake Jurassic Park with nothing more than an Amiga, your pet tortoise and V3i's new home video editing system. Will Jason Holborn get a PG rating?

THE AMIGA CONTINUES to thrive as *the* choice for video amateurs. Even professional movie-makers and TV stations use the Amiga because it is cheap and powerful – *Babylon 5*, *Quantum Leap*, *The Chart Show* and BSkyB's *Games World* are proof of the Amiga's track record in the professional video world.



With the Amiga and a genlock, you can add titles and animations. What you can't do is actual editing, without resorting to dedicated (read 'expensive') video hardware.

Cheap and cheerful Amiga editing systems are nothing new, but V3i have managed what many saw as impossible – a professional-quality editing system that can easily slot into any Amiga desktop video set-up. Whether you're using a simple VCR-plus-camcorder combination, or high-end 'Hi-8' video decks, VideoPilot is virtually guaranteed to work with it.

The key to this high level of hardware compatibility is the fact that the VideoPilot uses what's called a 'modular' method to control any VCR or camcorder connected to it. It supports the four most common methods of controlling video hardware – infa-red, Panasonic 5-pin edit cable, two forms of the Sony 'LANC' socket (5-pin mini-DIN or 2.5mm stereo mini-jack) and JVC's 3.5mm remote socket.

The vast majority of control systems used by modern VHS, S-VHS, 8mm and Hi-8 camcorders and video recorders are in one of those four formats, so chances are the video hardware you already own will be compatible with VideoPilot.

In addition, a number of professional-quality BVU and U-Matic decks can be used too, providing these feature a 33-pin parallel connector. As always, check with V3i before taking the plunge – even if the video decks that you own are not listed by the VideoPilot software, the chances are you can use another driver.

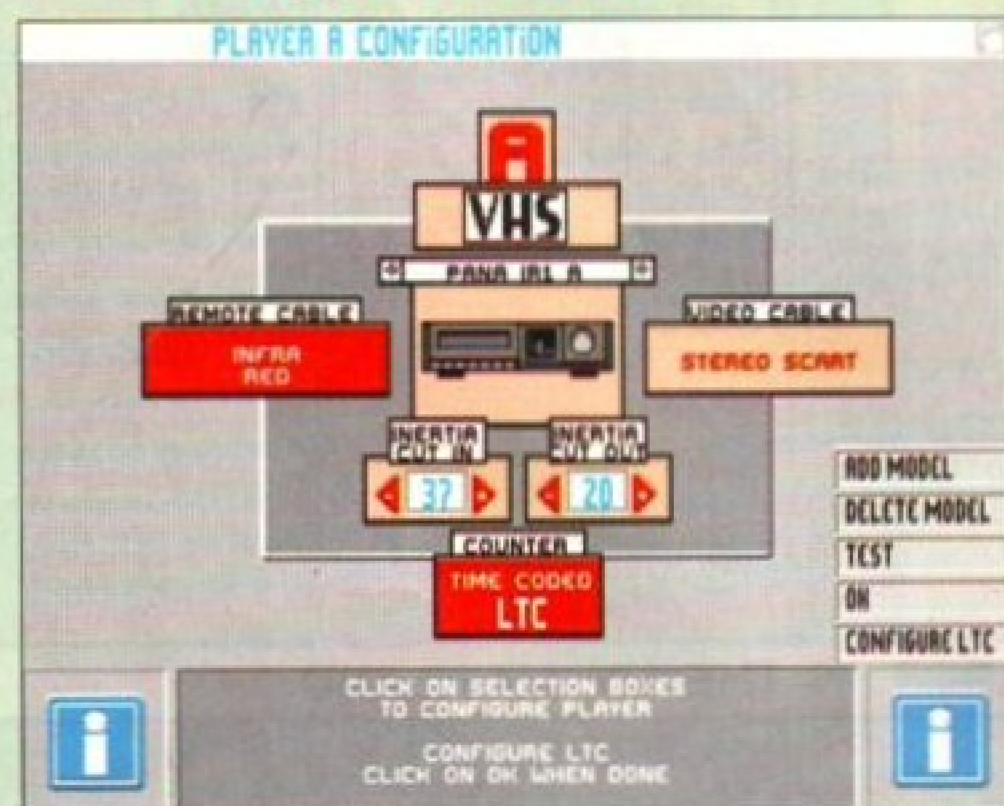
The heart of the VideoPilot system is a control unit connected to the Amiga via the serial port. It sits in front of your Amiga, and is based on a professional video editing deck, so it includes all the controls you could want to search backwards and forwards through video footage, and assign edit points without controlling the video decks manually.

Sitting in the centre of the VideoPilot fascia is a jog/shuffle controller that allows you to step through a paused video with almost single-frame accuracy.

Obviously you're going to need a source video deck capable of handling single-frame jogging and even then, the accuracy of frame jogs depends upon the quality of your source VCR's jog facility. In many respects, the weak link in VideoPilot is not the hardware, but the video decks that you can use with it – if you use a naff decks, then expect naff results.

The rear of the VideoPilot control unit features a bewildering array of connections. Unlike Gold Disk's Video Director, VideoPilot can connect up to four decks simultaneously, so if you wish to compile footage that's spread across several tapes,

Configuring VideoPilot – how the set-up controls work



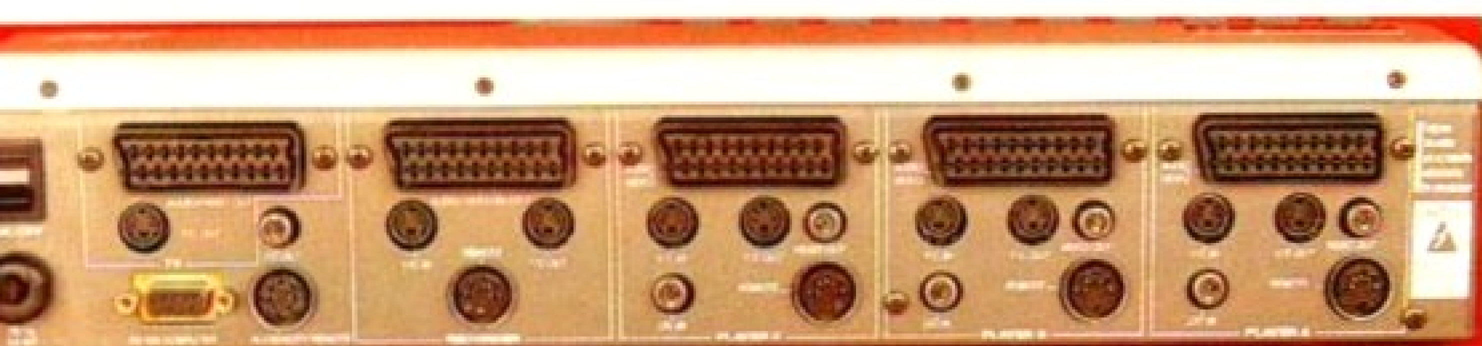
1 **Before you can start editing your videos, you must first tell VideoPilot what type of video decks you wish to use as source and destination decks. VideoPilot supports a whole range of different video recorder standards including infa-red controllers, Sony 'LANC' and the JVC 3.5mm mini-jack. If you're lucky enough to own an ICC-compatible BVU/U-Matic decks, these too can be used simply by connecting them to VideoPilot's 33-pin parallel connector.**



2 **If you're not quite sure whether the deck that you're using is fully compatible with the control system that you've selected, VideoPilot will allow you to test it, just to make sure. All you have to do is to press the appropriate buttons on the VideoPilot hardware and the video deck should respond to whichever function you're testing, though it won't actually set the video deck going. If the deck doesn't respond, then you know something is wrong.**



3 **Up to four different video decks can be connected to VideoPilot at the same time, which means that you can extract video footage from three different source tapes simultaneously (the other deck is, naturally, the 'destination', for recording to). Even with just a single deck, multiple source tapes can still be used – when you come to assemble your production, VideoPilot will simply prompt you to insert the correct source tape.**



The rear panel of the VideoPilot hardware may look like something out of *Star Trek*, but it's this complexity that gives VideoPilot its impressive level of VCR and camcorder compatibility.

VideoPilot gives you the option of having three source tapes on-line simultaneously. In addition, it also provides an additional set of outputs for previewing your production on a separate monitor.

VideoPilot can be used in a number of ways. If you own nothing more than an Amiga and a couple of compatible video decks, then it will function as a stand-alone video editor.

To get the most from VideoPilot, however, a genlock is a must. With a genlock connected, you can add titles to your movies using VideoPilot's on-line titler.

For professional users, VideoPilot can handle audio/video processors (small black boxes that provide colour correction and image enhancement) and even full blown audio/video mixing desks (for cross fading between video sources) such as Panasonic's AVE5 or MX10.

VideoPilot cannot directly control video mixers, but V3i are soon to release an add-on that will enable you to set up automatic cross-fades between video sources under software control.

WIN YOUR VERY OWN VIDEO PILOT!

This amazing gadget costs £1,299, but you could be the lucky winner who gets one utterly free and for no money! Simply turn to our competition on Page 42 of this very issue...

Setting up VideoPilot isn't simply a matter of connecting together all the various cables. In order to get VideoPilot to communicate with your source and video decks, it must first be told how to do so through the VideoPilot software. VideoPilot needs to know a variety of different facts about each video deck connected to the VideoPilot control unit – the type of control system to be used (Sony 'LANC', JVC 3.5mm or Infa-red etc), the type of cable to be used (the Sony 'LANC' standard, for example, uses both 5-pin mini-DIN and 2.5mm stereo jack connectors) and lastly, the type of time code system to be used.

Time code is very, very important to VideoPilot. Most video decks and camcorders can read and write a time code signal which allows several video devices to be synchronised precisely. VideoPilot offers a variety of different time code formats including VITC (Vertical Interval Time Code), RCTC (Rewriteable Consumer Time Code) and LTC (Linear Time Code).

Even if your video deck doesn't offer one of these time codes, any standard stereo video deck can be modified by V3i to use Linear Time Code. What's more, the great thing about LTC is that it can be dubbed directly on to existing video footage without having to transfer the video to a second tape, thus degrading both picture and sound quality. The modification of your VCR to use this system costs about £100.

> "V3i have managed to do what many people saw as virtually impossible – to produce a professional-quality video editing system that can be slotted into just about any desktop video set-up."

If you choose to control your VCR through infa-red remote, and yours is not listed among the many different makes and models supported, VideoPilot allows you to literally 'teach' the controller how to communicate with your VCR. This is very similar to the 'Teach' facility offered by Gold Disk's Video Director.



Like Gold Disk's Video Director, VideoPilot enables you to 'teach' its infa-red controller how to control your video deck.

With VideoPilot now configured, you're ready to start editing your video tapes. Unless your source tapes already have a time code signal, you need to start by laying down a time code 'stripe' on to each and every source tape you intend to extract video footage from.

This isn't as difficult a task as it sounds – because LTC is non-destructive, you can dub it directly on to existing video footage. What's more, a tape can be 'striped' complete with its own identification number, so VideoPilot will be able to distinquish between different tapes simply by reading the tape's identification number from its time code signal.

With your source tapes prepared, you can now get started with your edits. The VideoPilot software presents you with what is known in the video industry as an 'edit decision list' (although VideoPilot calls it a 'Shot list'). On this list, you detail one by one the 'shots' that make up your video.

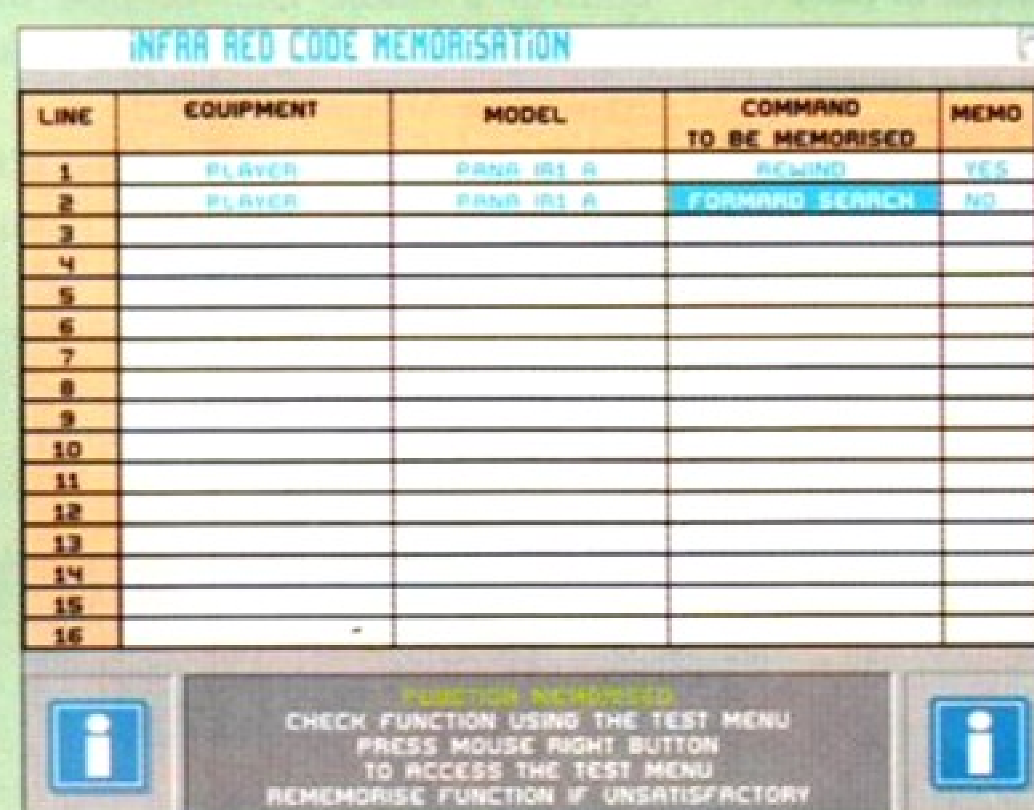
A shot is simply a continuous sequence of video footage that runs for anything from just a few frames to several minutes. Each shot has associated with it a time-code start and stop time that specifies where on the source tape the shot can be found and how long it should run.

Adding a clip is done using a technique that VideoPilot calls 'marking' – so called because it envolves marking the start and end point of the shot using the 'Return' button on the VideoPilot control unit. This can be done either 'on the fly' – you tap the mark button to select the start of the shot and then tap it again to mark the end – or, for more precise edits, you can fine-tune edit points manually just by typing in a new time-code reading.

VideoPilot's jog controller comes in particularly handy here since you can single-step through a length of footage and mark the exact frame that you want. A good example of this is when you need to mark a section of footage that starts or ends abruptly – if you were to try to mark it manually, several (rather imprecise) attempts would definitely be required. By making use of VideoPilot's jog controller, however, you can single step through your footage to find the exact start and end position for that particular edit.



4 **Unless your camcorder or video recorder has already 'striped' a tape with a time code that VideoPilot can read, the next step is to lay down an LTC time-code track on to the source. LTC can only be used with video decks capable of recording a stereo audio signal – even then, some decks need to be modified to take advantage of this feature. LTC is non-destructive, so it can be 'dubbed' on to an existing tape without having to transfer the tape's contents to a separate video tape.**



5 **If you are lucky enough to own a video deck that offers more features than the infa-red control setup provided by VideoPilot, and yet you wish to use an infra-red system rather than a cable, you can extend VideoPilot's knowledge of your video deck by 'teaching' it how to control your deck. All you have to do is to point the deck's remote control unit at VideoPilot's infa-red box and press the appropriate button, and VideoPilot will 'sample' the infra-red signal into memory.**

Continued overleaf



Built into VideoPilot is a quick and easy video title generator that allows you to create titles using any standard Amiga bitmapped font. It's no competition for *Scala*, but for simple stuff it's ideal.

Once a series of 'shots' has been defined, you can rearrange them to your heart's content and even preview the production at any time to see how its coming along.

VideoPilot also offers 'special effects' that can be used to add that bit of extra dazzle to your video productions. These include still-frame display, external caption insert (only for systems with dedicated titling hardware), slow motion replay (Sony V800 only), A/B roll (crossfading between two video signals using a video mixer) and genlock titles or graphics.

The latter of these is particularly useful if you're lucky enough to own a second Amiga since you can connect the video output from the second machine to VideoPilot. You could, for example, use the second Amiga to display titles produced by a dedicated video titler (*Scala*, for example) or even 24-bit animations!

VideoPilot does have a reasonably good video titler built in. It's not in the same league as a dedicated package such as *Scala*, but it can produce scroll, roll and page-based titles from a choice of up to four fonts in four different colours.

The VideoPilot titler uses standard Amiga bitmapped and Workbench 2.0 outline fonts, so you can change the fonts to suit yourself. V3i claim that the titler will be enhanced soon, so let's hope they take advantage of the new AGA chip set. An upgrade is certainly needed – at the moment, the titler will not work on an Amiga 1200 or 4000 unless you select the original chip set from the 'Boot' menu.

Finally, once all your shots have been compiled and you're happy with the flow of your video production, all that is left is to assemble your shots into the finished master tape. This is dead easy – all you do is select 'Assemble' from the pull down menus and VideoPilot jumps backwards and forwards through your source tapes, laying down your shots to the destination deck while you twiddle your thumbs.

If your video production uses more than one source tape and you only have one source deck connected, VideoPilot will halt assembly (with a beep noise) and prompt you to insert the appropriate tape. When you have, on it goes.

VideoPilot works by allowing you to define a series of 'shots', each of which labels a single sequence of video footage on any one of several source tapes. Defining a shot is simply a matter of starting your source tape and then marking the start and end points by pressing the 'Return' key on the control unit.

One particularly nice feature is that VideoPilot allows you to build up a video production gradually, so you don't have to enter all the 'shots' for a massive epic in one go. Instead, you can build the finished thing from short sequences of shots.

The main criticism levelled at the original VideoPilot V320 was that it did not allow you to perform 'insert editing' on an existing master tape, but V3i have addressed this with the V330.

If you need to replace a section of video footage with a new shot, all you have to do is to tell it where on the master tape the new sequence is to be inserted, where on the source tape the new sequence can be found and VideoPilot will do the rest. The new shot has to be exactly the same length, however – if it is short, you'll see a noticeable 'glitch' on your master tape.

The V3i VideoPilot may not be the cheapest video add-on for the Amiga, but it's one of the most powerful and certainly one of the most useful.

If you use your Amiga for desktop video and you need to be able to edit video footage down into more manageable morsels, then you won't go far wrong with this system. OK, so there are cheaper alternatives available (Gold Disk's Video Director, for example, at £149) but the VideoPilot produces virtually frame-accurate cuts with absolutely no glitches.

What's more, its modular design means that it's a system that will grow with you – if, for example, you decide to upgrade your video decks at some time in the future, you're virtually guaranteed that VideoPilot will work with your new hardware without modification.

The inclusion of an ICC bus is a great addition too now that more and more domestic and professional video decks are starting to support this relatively new standard. When ICC does become established fully, VideoPilot will be able to directly control a whole host of new wave video hardware including mixing desks and perhaps even Amiga genlocks!

In conclusion then, VideoPilot earns its Format Gold award with flying colours. It's a solidly built piece of hardware backed up by some great software that gets the job done to a damn near professional standard. Highly recommended.



VIDEOPILOT V330



DESCRIPTION
Video editing suite

MANUFACTURER
V3i of Strasbourg

DISTRIBUTOR
Aico International 0635 49797

PRICE
£1,299

RELEASE
Already available

SPEED ●●●●
Editing video footage has never been so quick. Just tap two keys!

MANUAL ●●●●
Not well designed, but documents all features in extensive detail.

ACCESSIBILTY ●●●
Beginners will find setting up frustrating but the rest is child's play.

FEATURES ●●●●
Packed with just about every video editing tool that you could want.

VALUE ●●●
Expensive, but if you're serious about video it's money well spent.

VERDICT

" There are other video editing systems for the Amiga, but none that guarantees this kind of professional quality. It's quick, it's simple to use, and gives you glitch-free results. "

92%

*RE*SOURCE

Millennium's Toby Simpson looks at an interactive disassembler that claims to be fast, powerful and easy to use.

IF YOU'RE LEARNING to program the Amiga in assembler, then you'll probably be familiar with the concept of disassemblers; basically they take the binary instructions out of a computer's memory and turn them into their assembly language equivalents.

Resource is a powerful disassembler, and it differs from its competitors in that it can produce extremely comprehensive listings from machine code. Unlike a conventional disassembler, it can change lots of the strange numbers, such as addresses, to their textual equivalents, making the result easier to follow and understand. You can even reassemble the results if you wish, having altered them accordingly. *Resource* works with the entire file at one go, which means it's very memory hungry, so if you are producing a fully 'resourced' disassembly of a 12K file, 140K may be required. As well as disassembling files off disk, *Resource* can also read disk blocks directly off floppy, and disassemble directly from memory.

Resource's menus look daunting at first, but the initial task I set it was to turn back into assembler a simple program I wrote years ago. This took only a couple of minutes!

Once you have loaded the file to be disassembled *Resource* works by scanning an entire file and deciphering what is data, and what is code. By selecting 'Disassemble' from the project menu you can instruct *Resource* to guess data types and make it easier to read. If you're a competent assembly language programmer, you will then see a call to OpenLibrary to open the Amiga's Intuition library. You can then instruct *Resource* to show OpenLibrary on screen rather than the less informative machine code Instruction – (-$228,a6). It then stores the Intuition library base at the location lbL0000004.

Resource can refer to this as _IntBase, and it then changes every reference in the program. It's then possible to change every



This is the raw disassembled code. As you can see, it's not particularly readable, unless you happen to know your Amiga inside out.



A little bit of labelling and processing produces a result which is much more readable by mere mortals. None of those nasty addresses here!

call to the Intuition library to its proper name. In the example illustrated here, there is one call and it's to 'ScreenToFront'. With a little simple tidying the results can be seen in the bottom picture.

This example only took a little over two minutes to do, and I had not even read past the 'Getting Started' section of the manual, which is a good sign.

What this utility can't do, however, is recreate the comments or the label names

> " Resource is a powerful disassembler, and it differs from its competitors in that it can produce extremely comprehensive listings from machine code. "

of the original program (but if a program was compiled with Debug information, some bits might be able to be recovered). You will still have to figure out what does what and create label names yourself, though *Resource* does make this process easy.

Here is a disassembler that's bang up to date – it can operate in both the new and old Motorola 68000 syntax (though personally, I tend to switch back to the old syntax since its the only one I understand).

Although this program can in theory run in 512K, it's not really recommended. You can't do anything of any use with *Resource* unless you've got more than 1Mb. When I was using the program I couldn't disassemble a program of 300K with 5Mb of free fast RAM, which just goes to show how much memory this program can use. Although difficult to use at first, you soon get used to it. It's a powerful development tool, and if you are serious about programming the Amiga in any language, but particularly assembler, *Resource* will be very useful for you.

DON'T BE NAUGHTY...

You can do some pretty amazing things with *Resource*, and in case you have not already realised, it provides you with a way of reverse engineering other people's programs and seeing how they work; maybe even altering them, and recreating them at a later date. This is illegal in most cases, and if you produce further altered copies of a copyrighted program by using *Resource*, this is piracy.

A lot of commercial applications (word processors and so on) come with licence agreements that forbid you to disassemble them. Programs like *Resource* are serious applications, and are designed for Amiga developers to help them make the most of their development environment, and should not be misused.

RESOURCE



DESCRIPTION
Interactive disassembler

MANUFACTURER
The Puzzle Factory

DISTRIBUTOR
Helios Software, 0623 554828

PRICE
£130

RELEASE
Out now

SPEED ●●●●●
Very quick indeed – but it eats memory like there's no tomorrow.

MANUAL ●●●●●
Large and well organised, with a good index.

ACCESSIBILTY ●●●●
You should be able to get it up and running in about five minutes.

FEATURES ●●●●●
An exceptionally good disassembler, if you need one

VALUE ●●
It's the best at what it does, but for the price you have to need it badly.

VERDICT

" If you're serious about programming the Amiga, this could be the only disassembler that you will ever want to use, but it is rather expensive. "

89%



Matt black scanning heads seem to be all the rage this season. Coming soon to a catwalk near you is the Migraph Colourburst model.

Micrograph Colorburst HAND SCANNER

Richard Baguley has found a hand scanner that pushes the new AGA chips to the limit. So if you need colour images in your DTP documents, this could be the thing...

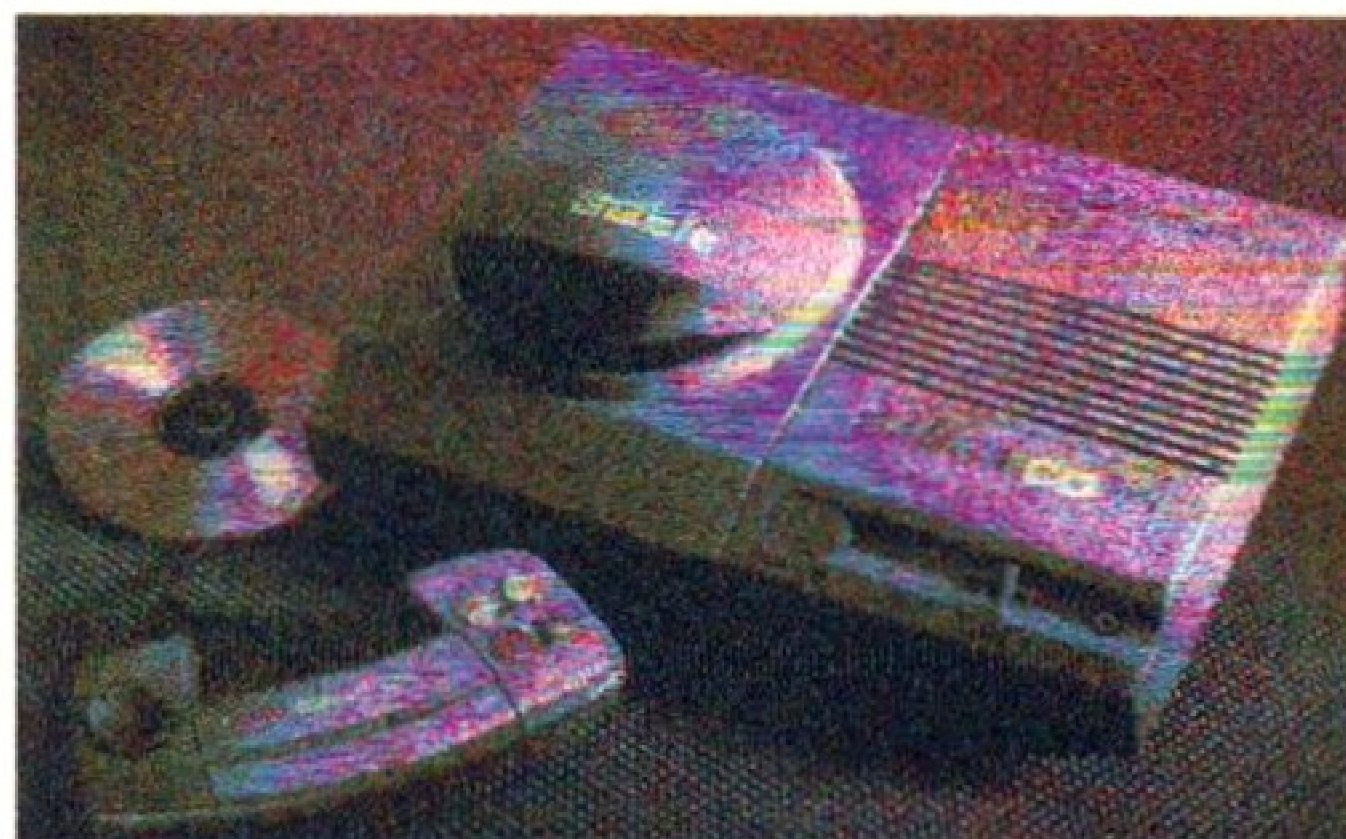
YOU MAY GET a certain feeling of déjà vu when looking at the photo of this scanner, but rest assured that it's not the same product as the AlfaColor scanner reviewed in issue 50. Although the scanning head itself is the same matt black model, every other aspect of the scanner has changed.

The scanner head plugs into an interface box, which then plugs into the parallel port of your Amiga. Power for the scanner is supplied by an external power supply which feeds into the interface box. The scanner comes with two programs ColourKit (a scanning and drawing program) and Migraph OCR Jr (an Optical Character Recognition program). Also included, is a rather useful metal scanning guide, which ensures that your scanner stays on a straight line.

One of the better features of the AlfaColor is the inclusion of a switcher so you could flick between using the scanner and printer without doing any unplugging. Unfortunately, this has not been carried through to this model, so if you want to print out your results, you will need to unplug the scanner and plug in the printer.

The scanning software is very good, and produces excellent results in the new AGA modes. Once the scan has been completed, the program processes the data and produces the final image. This can be in anything from 2 colours to HAM-8, at a resolution of up to 400 dots per inch (dpi). However, the high quality colour modes are limited to a maximum of 200 dpi. There is also one serious bug in the program – see 'hideous nasty bugs'.





Given a bit of practice and a steady hand, you can produce some very high quality scans with the Colourburst scanner.

Greyscale images with 64 shades of grey can be produced at up to 400 dots per inch with the ColorBurst scanner.

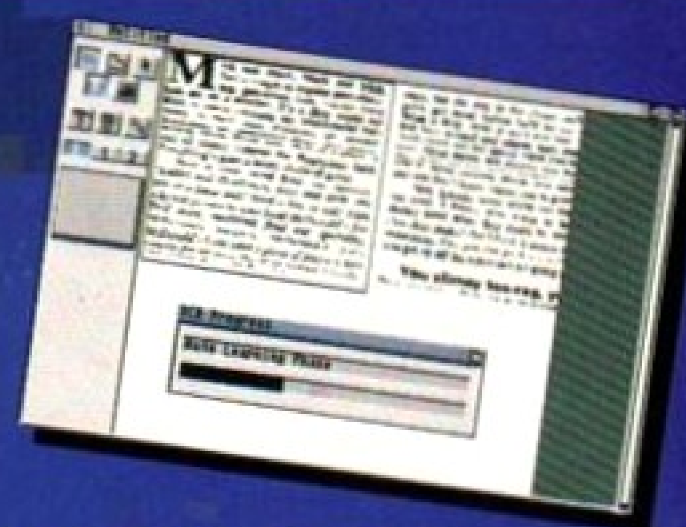
As you can see from the images on this page, this scanner can produce some excellent results. These are much better than the Alfascan, due to the much superior image processing software. However, the image quality depends on the quality of the photo being scanned. If you're trying to scan a very dark photo or something out of a newspaper you're not going to get a good result.

The scanned images are not quite up to the standard of a flatbed scanner such as the Epson GT-6500 (*AF*44 – 97 per cent). This scanner is £100 more expensive than the AlfaColor, but the image quality is better, with stronger colours and higher contrast. There's none of the 'washed out' look to images that often goes with scanners of this type. If you can afford an extra £100, it's well worth it. The other obvious competition, the Power colour hand scanner is £60 cheaper, but it's still not (at the time of writing) AGA compatible.

HIDEOUS NASTY BUGS

The current version of the ColourKit software (1.31) has some rather nasty bugs. Foremost amongst these is a problem with the pallete on greyscale grabs. Files saved in the same screen format (resolution, number of colours, etcetera) as they have been viewed in have corrupted palletes which mean that your images come out all black or white. Migraph have promised an upgraded version within two months which will get around this, but In the meantime, if the screen and save formats are different, images will be saved correctly.

COLORBURST HANDSCANNER



DESCRIPTION
AGA compatible colour scanner

MANUFACTURER
Migraph

DISTRIBUTOR
Golden Image, 081 365 1102

PRICE
£399.99

RELEASE
Out now

SPEED ●●●
Scanning is fairly fast, but the processing the scan takes a fair time.

MANUAL ●●●
Adequate, with separate manuals for the scanner and OCR software.

ACCESSIBILITY ●●●
The occasional glitch, such as not saving HAM-8 images correctly.

FEATURES ●●●●
Very high quality images, and a metal scanning guide.

VALUE ●●●●
It isn't cheap, but the images are of extremely high quality.

VERDICT

" Capable of producing excellent results, although the bugs in the software are irritiating. Once these are fixed, it will be a serious force to be reckoned with."

83%

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The 4Mb RAM version can print a full A4 page of graphics at 400 dpi and makes full use of the LP1200's 400 dpi printing capabilities, such as using Microsoft Windows fonts. Unique additional standard features include FLASH ROM 'future proof' technology and LAYOUT - a powerful document description language. The LP1200's unique internal FLASH ROM, which holds the printer controller firmware, can easily be updated as new developments in technology occur. This protects the investment you make in buying a Ricoh LP1200. Other manufacturers would require you to buy a new printer! Internal FLASH ROM and industry standard FLASH ROM PCMCIA cards can also be used to permanently store fonts, macros, graphics and extra emulations. Again, unlike the competition, the LP1200 includes LAYOUT, a powerful and intuitive document description language as standard. This offers unique opportunities to develop custom made printing systems. Forms and document templates can be designed complete with logos and stored electronically in the LP1200's FLASH ROM, alleviating the need for pre-printed forms!

The LP1200 comes with a 100 sheet A4 paper tray as standard. An optional universal feeder automatically feeds up to 150 sheets of paper (up to 169gsm), 15 envelopes, transparencies and labels.

WORLD FIRST PLAIN PAPER FAX OPTION

ONLY £120

The LP1200 is the World's First Laser Printer to have the option of being upgraded to a PC independent plain paper fax. Just download the software (£120+VAT) into the LP1200's Flash ROM and connect any fax/modem to the Serial Port (we recommend the Pace Microlin FX - £180+VAT). Using the Windows and DOS software supplied you can send and receive Laser quality faxes all over the world!

FAX/MODEM SOFTWARE FEATURES - £120+VAT - FAX 1200

- Combine 2 or 4 faxes onto one page (A4)
- Greyscales, 3 types of images - Photographic, Line Art, Ricoh Scanned
- Phone number directory (using Windows driver)
- Broadcast (using Windows driver)
- Windows and DOS version
- Receive faxes when PC is switched off
- Use printer for printing while receiving faxes in background mode
- Use LaserJet or Layout protocol documents
- Send faxes from any Windows application

MODEM/HARDWARE FEATURES - £180+VAT - MOD 7199

- CCITT Group 3 send/receive
- Laser quality output
- Automatic retry on busy (x3)
- Memory useable - 2Mb (upgradeable to 4Mb)
- Document macros
- PCMCIA/Intel flash card firmware module available
- A4 paper - but can receive A3 pages scaled down to A4 - 300 dpi. Can send A4 pages scaled upto A3 - 300 dpi
- Out of paper receive
- 9600 baud Fax modem
- 2400 baud Data modem
- Hayes compatible - UK manufacture
- 5 year warranty on modem
- Includes: fax/modem, software, mains adaptor, serial cables, PSTN connection lead and manuals

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- **400dpi RESOLUTION** — *(Default res. - 300dpi. Will address 200, 240 & 400dpi)*
- **2Mb & 4Mb RAM VERSIONS**
- **UNIQUE FLASH ROM** — *For controller upgrade and storage*
- **PCMCIA CARD SLOT** (PCMCIA/JEIDA Compatible) — *For programmable FLASH ROM cards*
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- **LAYOUT** *Document Description Language*
- **SERIAL + PARALLEL PORTS**
- **1 YEAR ON-SITE WARRANTY** — *Next working day response*

See how the LP1200 compares

FEATURES	IBM 4029-020	FUJITISU VM600	CANON LBP-4 PLUS	STAR 8III	RICOH LP1200
Average Street Price (excl. VAT)	£929	£699	£659	£899	£699
Maximum resolution in dots per inch	300 x 300	300 x 300	300 x 300	300 x 300	400 x 400
Windows 3 Driver @ 400 dpi	-	-	-	-	YES
Print Speed	6ppm	6ppm	4ppm	8ppm	6ppm
Straight Paper Path	-	NO	(ONLY FACE UP)	YES	YES
PCL 5 Printer Command Language	-	YES	-	YES	YES
HP-GL/2 Vector Graphics included	YES	YES	-	YES	YES
Resolution Improvement/Enhancement	YES	YES	YES	YES	YES
Standard RAM	1Mb	1Mb	512K	1Mb	2Mb
Full A4/300 dpi graphics with standard RAM	-	-	-	-	YES
Warm Up Time	33 secs	25 secs	<60 secs	60 secs	45 secs
First Page of Text Output	\	15 secs	31 secs	18 secs	<15 secs
Document Description Language included	-	-	-	-	YES
Flash ROM	-	-	-	-	YES
Flash ROM Upgradeable Firmware	-	-	-	-	YES
PCMCIA Card Slot	-	-	-	-	YES
Scaleable Resident Fonts - in HP LJ III Emulation	0	8	0	8	8
Resident Bit-Mapped Fonts	10	14	2	14	14
AGFA Intellifont Scaleable Funt Technology	-	YES	-	YES	YES
HP LaserJet III Emulation Included	-	YES	-	YES	YES
EPSON FX Emulation Included	-	YES	YES	YES	YES
IBM ProPrinter Emulation Included	-	YES	YES	YES	YES
Standard Tray Capacity	200	150	70	200	100
Protective cover on standard tray	YES	-	YES	YES	YES
Cost per copy**	1.9p	2.0p	2.1p	2.2p	1.65p
Min-Max Paper Weight in gsm	60-163	60-157	60-105	60-135	60-169
Able to print on OHP Film	YES	YES	YES	YES	YES
Able to print on 169gsm card (Manual Feed)	-	-	-	-	YES
Standby - Noise Level	38dB(A)	35dB(A)	<43dB(A)	<43dB(A)	<38dB
Printing - Noise Level	50dB(A)	46dB(A)	<53dB(A)	<53dB(A)	<48dB
PC Independent PLAIN PAPER FAX OPTION	-	-	-	-	YES

**As quoted by manufacturers - July '93

E&OE All Trademarks are acknowledged

CONSUMABLES + ACCESSORIES

CODE	PRODUCT	PRICE
CAB 7500	Cable for PC/ST/Amiga	£8.47
KIT 5200	Laser Starter Kit inc Cable	£25.00
LAA 5238	Universal Feeder (2nd Tray)	£100.00
LAA 5262	2Mb RAM Module	£100.00
LAA 5210	Developer/Toner Cartridge	£65.00
LAA 5225	OPC Cartridge (Drum)	£89.00
LAA 5312	A4 Paper Tray (100 Sheets)	£35.00
FAX 1200	Ricoh Fax/Modem Software/Firmware	£120.00
MOD 7199	Pace Microlin FX Fax/Data Modem	£180.00
LAA 5279	Ricoh Flash ROM Card (0.5Mb)	£49.00
LAA 5288	Ricoh Flash RAM Card (1Mb)	£199.00
LAA 5290	Ricoh Flash RAM Card (4Mb)	£599.00

All Prices are Exc VAT - CALL FOR A FULL PRICE LIST

*Note: A4 paper tray is already included in the printer price. More A4 trays can be purchased to feed different coloured stationery.

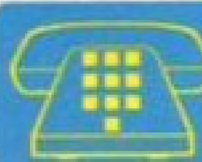
	LASER PRINTER	LASER PRINTER + LASER FAX/MODEM
LP1200 WITH SINGLE BIN & 2Mb RAM	£699 +VAT = £821.33 LAS 5200	£999 +VAT = £1173.83 LAS 5200 + FAX 1200 + MOD 7199
LP1200 WITH SINGLE BIN & 4Mb RAM	£799 +VAT = £938.83 LAS 5200 + LAA 5262	£1099 +VAT = £1291.33 LAS 5200 + LAA 5262 + FAX 1200 + MOD 7199

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LONDON SHOP: Opening Hours: Mon-Sat 9.30am-7.00pm	Selfridges (Basement Arena), Oxford Street, London, W1A 1AB	Late Night: Thursday - 8pm	Tel: 071-629 1234 Extension: 3914
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To: Silica Systems, AMFOR-1093-75, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

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Company Name (if applicable): ....

Address: ....

....

.... Postcode: ....

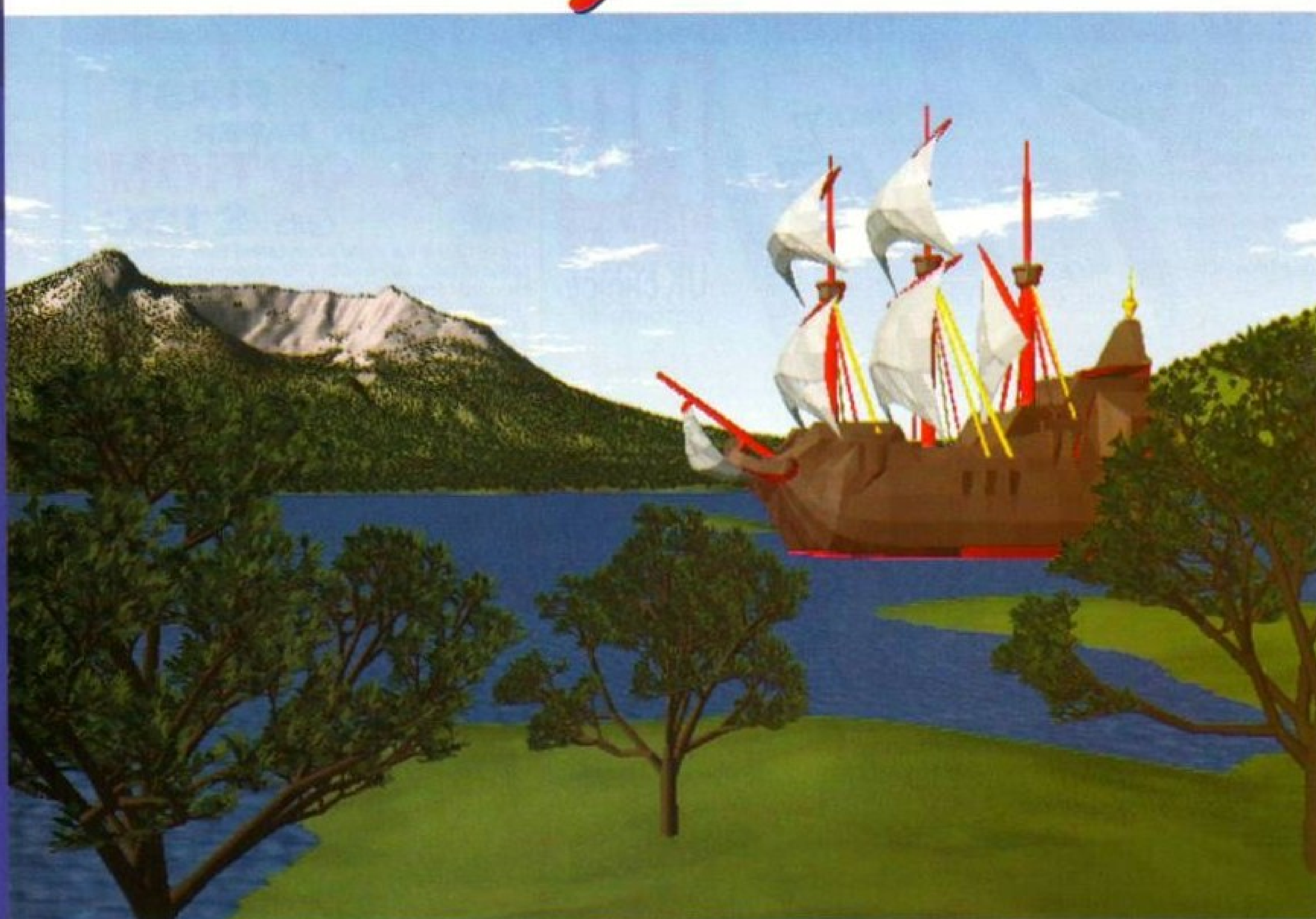
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Ricoh - 2/6/93 - 75S

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Scenery ANIMATOR 4



If you fancy flying over exotic landscapes go no further. Brian Larkman goes on a flight of fancy...

MAYBE IT'S A remnant of our ancestral tree-top life-style, but one of the most joyous experiences is the sensation of flight – whether gliding for real, in a dream, or via a computer screen. If you fancy trying this latter sensation, loads of flight simulators are available, but even the best of these sees you winging above a pretty minimalist landscape. For a more realistic buzz, try an animating landscape generator such as *Scenery Animator* from Natural Graphics.

Landscape generators usually operate on one or more of three basic principles – DEM data, fractals, or painted colour maps. DEM stands for Digital Elevation Model, a set of digital data describing a real landscape. *Scenery Animator* comes with a few samples, all in the US (this is the standard format used by the US Geological Survey). But a range of other sets are available from Natural Graphics and elsewhere.

Unlike rival *Vista Pro*, *Scenery Animator* can include any object directly within the landscape model. This can be sized, rotated and animated. The result is not as good as in a full 3D modelling and animation system like *Real3D* or *Imagine* (no shadows or smoothing), but in a landscape 'fly-past' the effect is stunning.

Fractals are mathematically derived patterns that can vary randomly according to a 'seed' number you supply. The result is a randomly generated landscape over which you have little control.

Painted colour maps use colour intensity from an IFF image to define contour height, interpolating contours between the bands for a nice smooth landscape. This means that using a paint program it is perfectly possible to design almost any landscape feature.

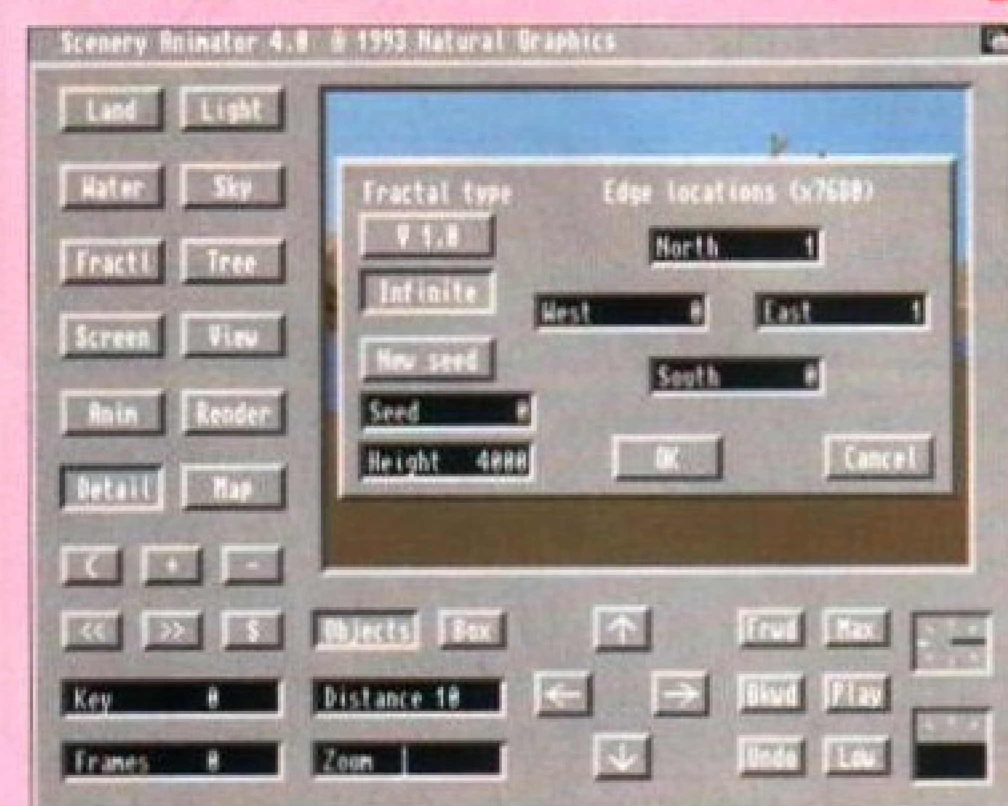
Scenery Animator uses only the first two of these techniques, letting you choose from the more picturesquely bumpy bits of the USA, or make your own at random. There is no facility to use IFF 'maps'.

Without this ability to load IFFs it is impossible to create alien landscapes, or custom build your own local area. This limits scenery generator's usefulness and long-term appeal. Flying down Yosemite or around the remains of Mt St Helens palls eventually (but if Wembley Stadium is flying below you and a giant cow is round the next bend, there can be some excitement). But we are flying ahead of ourselves!

Once you have loaded or 'generated' your landscape, it is time to decide its characteristics. Wild empty scenery is fine for a aesthete, but most people want a landscape with a particular character. That means trees (woods, forests, clearings, fields), water (lakes, rivers, marshes, waterfalls, estuaries, inlets, seas, oceans, waves), geology (unusual rock outcrops, cliffs, karst), and climatic effects (snow, desert, clouds). Many people will also want man-made things (roads, buildings, dams, cars, ships, animals, starships), and no program can give all this, but at least some of these features should be available.

Scenery Animator provides a couple of types of tree (distributed according to the steepness of the slope and a percentage cover requester), lakes and oceans, (both

Here's how to build yourself a sensational landscape



1 The landscape can be a DEM data file or a fractal random image controlled from this panel. Mountain height and seed can be entered. Use the same seed for each, and any number of landscape blocks can be appended next to each other with edge locations.

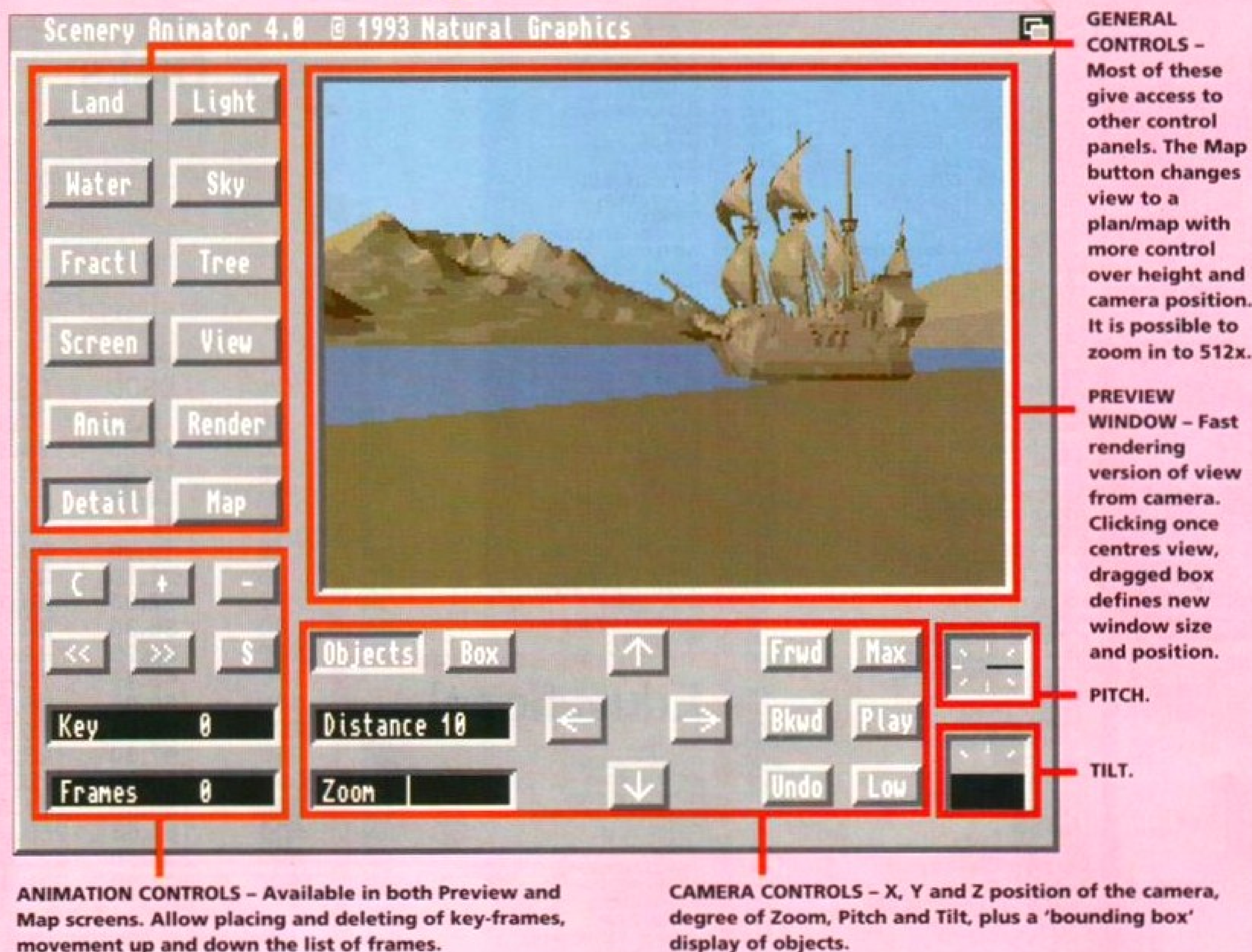


2 A whole range of features can be applied to the landscape. You can make it snow, plug for a bit of vegetation cover, trees, or clouds, and if you want to see some water, throw in a few lakes. Here, the various features of the sky are controlled.



3 Objects are loaded into a list of available models using the Project menu. Once on that list, an object can be placed on the map screen, sized and rotated, given direction and pitch for animation. The map can be zoomed in/out or a position framed to fill the screen.

The scene setting



GENERAL CONTROLS – Most of these give access to other control panels. The Map button changes view to a plan/map with more control over height and camera position. It is possible to zoom in to 512x.

PREVIEW WINDOW – Fast rendering version of view from camera. Clicking once centres view, dragged box defines new window size and position.

PITCH.

TILT.

ANIMATION CONTROLS – Available in both Preview and Map screens. Allow placing and deleting of key-frames, movement up and down the list of frames.

CAMERA CONTROLS – X, Y and Z position of the camera, degree of Zoom, Pitch and Tilt, plus a 'bounding box' display of objects.

with waves), snow and clouds, and whatever effects changing the palette can produce. Compared with its main rival, *Vista Pro* (*AF*46 – 92 per cent), there are not enough features and or controls. The lack of rivers in particular limits almost every landscape.

To counter-balance these shortcomings, the latest version of *Scenery Animator* lets objects in the old VideoScape GEO format be loaded, rotated, sized and even given direction and pitch to animate them. This transforms the way the program can be used. Detailed landscapes are notoriously difficult to make convincing in a dedicated 3D program, especially if you want to animate them. And however limited *Scenery Animator's* landscapes may be compared with those of *Vista Pro* (believe me, they are still pretty wonderful), used as an animated background for a complex and detailed object, the effect is electric.

Talking of animation, this is *Scenery Animator's* strongest card. Using the alternative Map window display, a Bézier curve animation path for the camera can be designed by placing 'key' frames.

At each of these, the height, direction, pitch and focal length of the camera can be controlled. Panning and zooming, swooping and skimming, backward filming and even tight contour hugging are allowed for a pretty bumpy ride. Alternatively, the camera can be kept pointing at a tangent to its path. As the camera moves around the curves, it can be set to bank either automatically or by a certain percentage.

Once the key frames are set, all the other frames in the animation are spaced out evenly along a curve passing smoothly through the key-frame points, or if required, along a series of straight lines. Each key-frame could also be given a frame-count, so that the speed of the animation in various sections could vary, producing ease-in and -out.

All of this flexibility sounds pretty complex, but in use the animation controls are actually simple and intuitive, so almost any effect is easy.

> " However limited Scenery Animator's landscapes may be compared with those of Vista Pro (believe me they are still pretty wonderful), used as an animated background for a detailed object the effect is electric. "

As well as the camera, the clouds, objects, ocean level and light direction can all be animated. You will find that a number of objects are provided, including a pretty useless stretch of straight road, a flower, a balloon, a Stealth fighter plane, and most usefully of all, a very accurate set of stars.

Only one other professional-quality landscape generator is currently available for the Amiga, *Vista Pro*. At the end of the day, the pros and cons of these two programs neatly balance out.

Basically, if you want a single image of a user-defined natural landscape, you should go for *Vista Pro*. But if you would like to include complex objects modelled in a dedicated 3D program, and you want easy-to-animate flights through your landscape, *Scenery Animator* is the choice. As a bird-man, *Scenery Animator* really takes my flight of fancy!

SCENERY ANIMATOR



DESCRIPTION
Animating landscape generator

MANUFACTURER
Natural Graphics

DISTRIBUTOR
Meridian

PRICE
£79.95

RELEASE
September

SPEED ●●●●
If you set up the model right it's fast – but still needs acceleration!

MANUAL ●●●●
70-page book. All you need, with fair reference and tutorial help.

ACCESSIBILITY ●● ●●●
Easy push-button control screen, animation controls, quick preview.

FEATURES ●●●●
Excellent animation and rendering, but there are gaps in the modelling.

VALUE ●●●●
It costs the same as *Vista Pro 3*, but lets you include 3D objects too!

" The animation is superb, flexible and easy to use. True, the features are limited compared with the competition, but if you want a thrilling flight over a landscape of your making, Scenery Animator is excellent. "

89%

Robot ARM

Every decent sci-fi film has its token robot character, and now Richard Baguley has found a kit that can turn the Amiga into your very own Robbie the Robot.



Designed by Switchsoft, controlled by your Amiga, the robot arm will drive you mad as you try to fathom the instructions.

IF YOU WERE to check the production line of any big factory, one of the first things you would be likely to come across is a robot. And that's because behind every good robot there's a computer. The computer behind Switchsoft's new robot kit could be your Amiga. The kit contains all the parts you need to build your own robot that can pick up objects, move them around, and put them somewhere else. This doesn't sound much, but it's the basis of all robots; a car building robot may be a little more complex, but it shares the same concepts as this kit.

The first thing that strikes you is the number of bits, boxes, cogs and lots of string that come with it. It's certainly not a simple kit, and unfortunately the instructions don't help. All of the information you need is on the two sides of an A4 sheet, but it's not very well written, and the illustrations (which are vital for a product like this) are rather few and far between – those that are there aren't particularly well done. This makes the process of building the arm more difficult, and while building the review model, I have had to strip the arm down and start again several times either because I've put something in the wrong way round, or forgotten to put in a washer.

The arm is controlled through the Input/Output port (available separately), which plugs into the parallel and joystick ports. Power for the two motors on the arm is supplied by a 9V mains supply, included with the kit. One of these drives one of four sets of cogs which reel in or let out the string attached to the various parts of the arm (inner arm, outer arm, grabber and rotation), while the other rotates a central spindle which chooses that of the cog sets is being used. It sounds complex, but it works – though it takes a fair amount of time and fiddling to get the cog settings in the right position.

> “This electronics kit from Switchsoft contains all the parts that you need to build a robot... the arm is controlled through the Input/Output port which plugs into the parallel and joystick ports.”



And this is it in input mode, where you can check the state of any sensors attached.

The arm can be controlled by any programming language that can write information to the parallel port, and examples for *AMOS*, GFA Basic, Amiga Basic and Hisoft Basic are included on the disk that accompanies the I/O port. As well as controlling the arm through this port, you can receive signals back from other components, such as pressure switches and light sensitive resistors. Given this and a bit of programming, you could create a robot capable of reacting to its environment.

This kit is a good introduction to anyone who is new to robotics, but it's let down by the instructions – the manufacturer obviously hasn't checked them through. However, with patience you can build yourself a robot arm and learn something about your Amiga in the process

ROBOT ARM



DESCRIPTION
Robot arm kit

MANUFACTURER
Switchsoft

DISTRIBUTOR
Switchsoft 0325 464423

PRICE
£49.95 (Robot Arm kit)
£27.95 (Input/Output port)

CONSTRUCTION ●●●
A complex bit of equipment that will take several hours to construct

MANUAL ●●
Badly written, and lacking the illustrations vital for construction.

ACCESSIBILITY ●●●●●
The instructions are not comprehensive enough.

FEATURES ●●●
Complex to construct, but simple enough in use.

VALUE ●●●
Not cheap (total cost is £77.90), but a good introduction to robotics.

VERDICT

“Reminiscent of early Meccano sets, and very fiddly to construct, but good for learning and experimenting with the basics of robotics – if you can follow the manual that is!”

75%


VIDEO ON THE CHEAP
Did you know you can get shareware and public domain software to paint, title, animate and morph? Did you know you can buy a genlock for as little as £49.95, or a video digitiser for only £80? In issue 30, on sale 7 September for only £1.95, we tell you exactly what equipment you need for the job you want to do, and how to use it to get the best results.
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Red:0 Green:0 Blue:10



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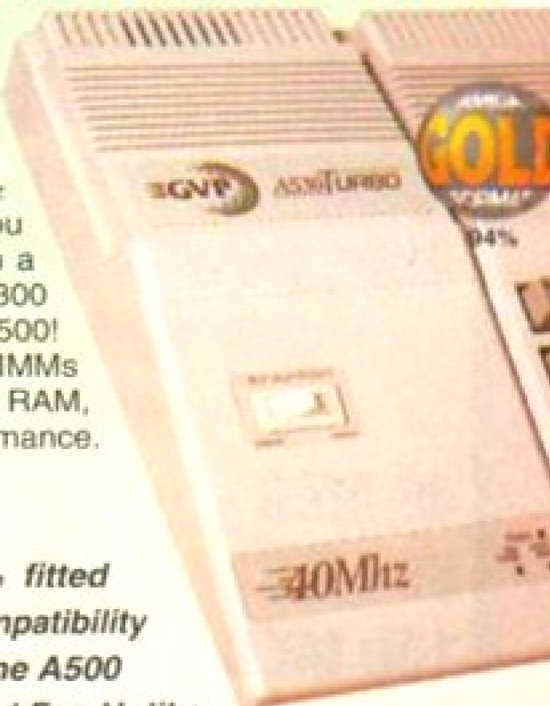
GVP offer a range of A1500/A2000 accelerators that simply outstrip the competition for speed and specifications. Their G-Force range includes the fastest Amiga accelerator available (the 68040 33MHz version) whilst offering a range of functions, such as 32-bit RAM upgrades, SCSI interfaces and maths co-processors. For boosting the power of your Amiga you can't beat the GVP G-Force range!

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Max 32-bit RAM	13Mb	16Mb	16Mb	64Mb
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PRICE	£399 INC VAT UPG 0110	£699 INC VAT UPG 0430	£999 INC VAT UPG 0533	£1299 INC VAT UPG 0740

*MIPS: Millions of instructions / second, a normal Amiga runs at .67 MIPS

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FOR AMIGA 500 AND AMIGA 500PLUS



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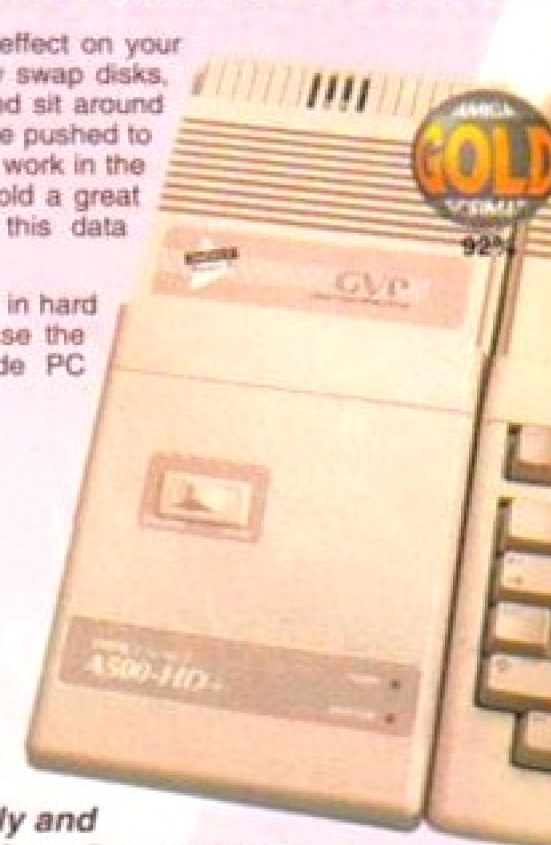
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FOR A1500/A2000/A3000/A4000



ALL-IN-ONE GRAPHICS CARD

Impact Vision 24 is a fully featured video card. Unlike other graphics cards which require you to buy extra modules later, IV24 has everything you could want from a video board built-in!

Included with IV24 is GVP's custom Video Interface Unit (VIU). This gives you more choices for in and outputting video signals than any other Amiga peripheral on the market. VIU-CT splitter provides additional RGB, Y, R-Y and B-Y output.

FREE SOFTWARE WITH IV24

Create stunning 3D rendered images, retouch captured images and wipe between 2 video sources with 50 packaged video transitions for production studio effects. Also included is MacroPaint 2, a powerful 24-bit graphics package which can paint in 16.8 million colours.

- 1.5Mb 24-bit, 16.8million Colour Buffer
- Real-time Framegrabber/Digitiser
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- 2 Video Genlock (RGB & Composite)
- 768 x 580 Resolution
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- FREE! Caligari 24, MacroPaint 2, MyLad and Desktop Darkroom Software

A1500/A2000 ADAPTOR - £49.95 - GVA 5224

IV24 inc VIU-S	IV24 inc VIU-CT
~~£1499~~ £999 INC VAT - VID 7024	~~£1899~~ £1299 INC VAT - VID 7124

VIDEO GENLOCK
FOR ALL AMIGAS

G-Lock is a fully featured Genlock, which allows you to mix Amiga text and images with moving video pictures. You can then send the combined result back to your video recorder for recording.

- Two Composite Video Inputs or S-Video (Y/C) Input
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- Video Processor - Real Time Software Control of Video Attributes (Sharpness, Gain, Brightness etc)
- ARexx Compatible
- Works with Flicker Fixers
- Multiple Keyer Modes
- Full Audio Support

GOLD 93%

G-LOCK ~~£349~~ £299 INC VAT - VID 2500

HARD DRIVE CARD
FOR A1500/A2000/A3000/A4000



The HC8+ hard drive card gives the ultimate in hard drive performance and can be used to increase your Amiga's RAM.

- High Speed DMA SCSI Controller - Can Handle 7 Devices
- Ultra Fast Access
- SCSI Hard Drive
- Up to 8Mb of FAST RAM
- Direct Memory Access Style Design

0Mb	42Mb	80Mb	120Mb
£129	£279	£349	£399

IMAGE PROCESSING
FOR ALL AMIGAS WITH 4Mb RAM



Image FX is a complete solution for all your image creation and editing needs. It has a vast range of facilities, can read and write to many other different file formats and directly controls a wide variety of hardware.

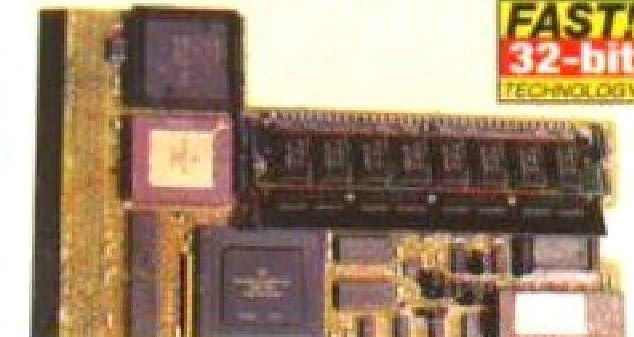
- 24-bit Painting
- ARexx Compatible
- Virtual Memory Support
- Load, Save and Convert to the Following Formats: ANIM, BMP, Clipboard, DCTV, DPIIE, GIF, HAM-E, ILBM, IMPULSE, JPEG, RENDITION, SCULPT, TARGA, TIFF AND MORE
- Scanning, Framgrabbing & 24-bit Board Support Comes with Modules for Several Popular Hardware Devices: JX100, IV24, AGA/AA Chipset
- Create Animations
- Numerous Special Effects Edge Feathering, Shading, Alpha Channel, Morphing, Compositing etc

CINEMORPH INCLUDED! SEE DETAILS BELOW

Promo Price, originally £269.95

IMAGE F/X £149.95 INC VAT - ASI 2002

40MHz ACCELERATOR
FOR THE AMIGA 1200



Other A1200 cards claiming to be accelerators only add maths co-processors and extra RAM, whilst the A1230 can provide both of these PLUS an enhanced CPU. This replacement CPU upgrades the A1200's existing processor with a 68030EC processor running at 40MHz!

32-bit RAM and a maths co-processor can also be added, enhancing performance still further. The A1230 doesn't void your Amiga warranty, and is also compatible with PCMCIA standard cards, not preventing their use!

- The First True A1200 Accelerator
- 68030EC Processor Running at 40MHz
- Up to 32Mb of 32-bit RAM
- Easy Fitting Trapdoor Expansion - Doesn't Void Your Warranty
- Doesn't Disable PCMCIA Interface
- Optional 68882 Co-processor - Twice the Speed of a 68881

A1230 40MHz ACCELERATOR

0Mb RAM, No FPU 40MHz CPU	4Mb RAM, No FPU 40MHz CPU	4Mb RAM, 40MHz FPU 40MHz CPU
£249 INC VAT - UPG 1230	£399 INC VAT - UPG 1232	£499 INC VAT - UPG 1234

SOUND SAMPLER
FOR ALL AMIGAS

Capture sound from an external source and play it back on your Amiga. With GVP's Digital Sound Studio (DSS) you can create your own audio effects for use in games, or make jingles!

- Holds up to 31 Samples in Memory At Once
- Real-time Oscilloscope, Spectrum Analysis, Echo and Reverberation
- Graphic Editing of Wave Forms
- Stereo or Mono Operation
- .MOD File & MIDI Compatible

DSS £39 INC VAT - MUS 2500

SCSI/RAM EXPANSION
FOR THE AMIGA 1200

Adding RAM or a hard drive to your Amiga will have a considerable impact on its speed. The GVP SCSI/RAM allows you to enhance your Amiga with both. Its SCSI hard drive interface is one of the fastest available, whilst its 32-bit RAM upgrade is based on the same technology as that featured in the best selling A1230.

- Built-in, Full SCSI Hard Drive Interface
- Optional 8Mb of 32-bit RAM
- Optional 68882 Maths Co-processor

EXTERNAL SCSI ADAPTOR KIT - £49 INC VAT - HAR 1245

0Mb RAM	4Mb RAM + 33MHz 68882 FPU
NEW! £199 INC VAT - HAR 1200	NEW! £399 INC VAT - HAR 1233

VIDEO EFFECTS
FOR ALL AMIGAS WITH 3Mb RAM

CineMorph from GVP opens up the world of Morphing, the process of converting one image to another to create dazzling special effects. Currently very popular in music videos and feature films, morphing has become the fashionable video effect to use. Now with CineMorph you can create these stunning effects on your Amiga.

- Supports the AA Chipset
- Static or Full Motion Morphing
- Single Image Warping
- Fast Render Times
- Renders to HAM-E and DCTV

Promo Price, originally £99.95

CINEMORPH £24.95 INC VAT - ASC 4422

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....

.... Postcode: ....

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Which computer(s), if any, do you own? 68T

DRIVERS

TurboPrint Pro directly supports and is supplied with printer drivers for all the following machines:

BROTHER
Brother24.m
Brother9.m

CANON
BJ-130_180x180dpi
BJ-130_180x360dpi
BJ-130_360x180dpi
BJ-130_360x360dpi
LBP-4,8III_075x075dpi
LBP-4,8III_100x100dpi
LBP-4,8III_150x150dpi
LBP-4,8III_300x300dpi
LBP-4,8_075x075dpi
LBP-4,8_100x100dpi
LBP-4,8_150x150dpi
LBP-4,8_300x300dpi
LBP-8II_075x075dpi
LBP-8II_100x100dpi
LBP-8II_150x150dpi
LBP-8II_300x300dpi
PJ-1080A_080x080dpi

EPSON
EX/FX/LX.m
GQ3500_100x100dpi
GQ3500_150x150dpi
GQ3500_300x300dpi
LQ/SQxx00.m
LQ/SQxx50.m

FACIT
B3450.m
B3550.m

HP
DeskJet.m
Deskjet500.m
Deskjet500C.m
Deskjet550C.m
DJ500C.m
DJ550C.m
LaserJetII.m
LaserjetIII.m
PaintJetXL_090x090dpi
PaintJetXL_180x180dpi
PaintJet_090x090dpi
PaintJet_180x180dpi

NEC
Pinwriter Px.m
Px.m

OKI
ML294_120x072dpi
ML294_120x144dpi
ML38x.m
ML39x.m
Okimate20std_120x166dpi
Okimate20std_120x174dpi
Okimate20_120x144+dpi
Okimate20_120x144dpi

PANASONIC
KX-P1124.m
KX-P1540.m
KX-P4450.m

SEIKOSHA
1300,5350.m
MP-1300,5350AI.m
OP-105.m
SL-80AI.m
SL-80IP.m
SL-92.m
SP-2000.m

SIEMENS
HiPr4x00.m
PT88,89_060x072dpi
PT88,89_120x072dpi
PT88,89_120x144dpi
PT90_060x060dpi
PT90_120x120dpi
PT90_240x240dpi

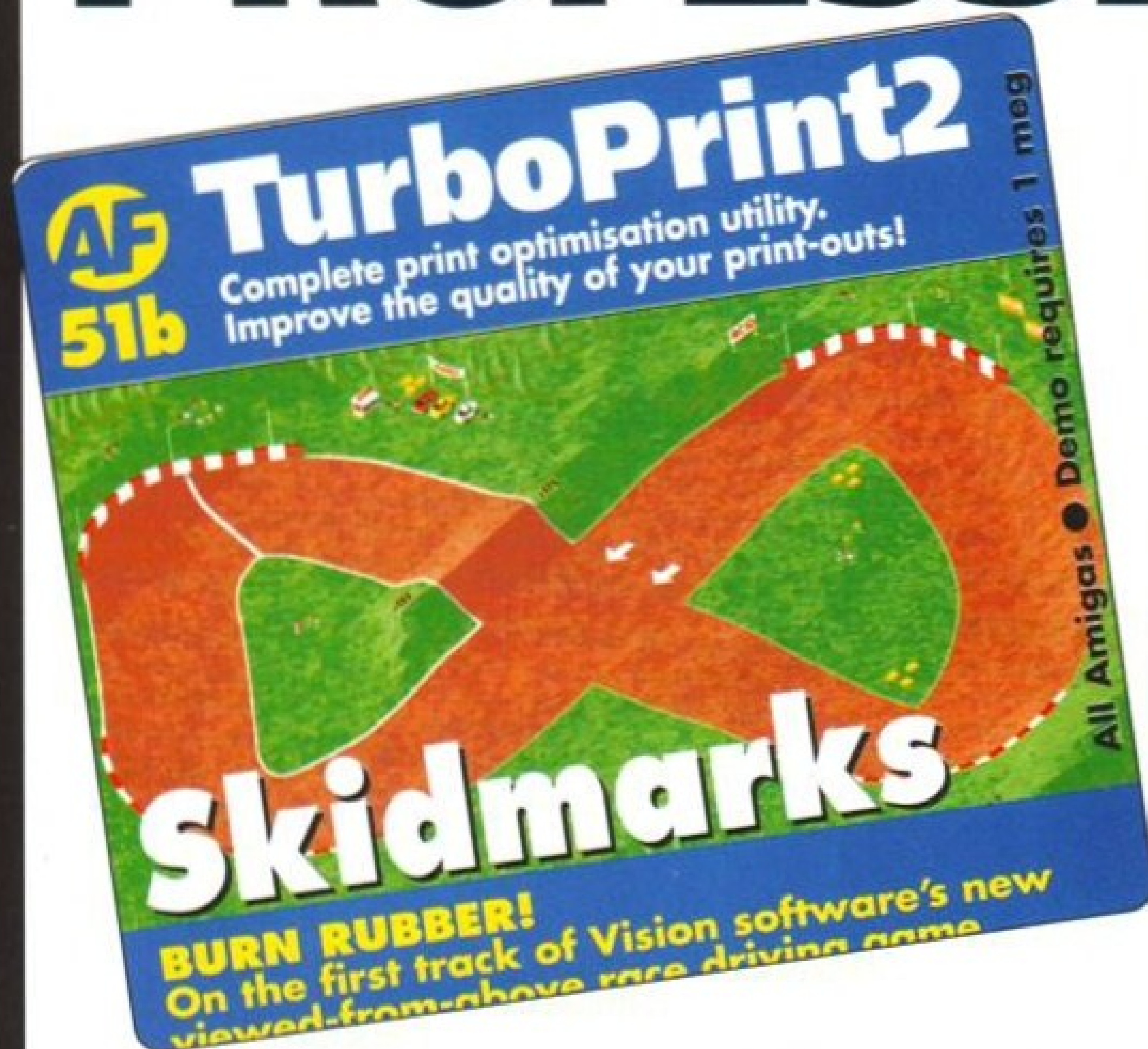
STAR
LaserPrinter 8.m
LC-10.m
LCIXB-24.m
LP8.m
NB24.m

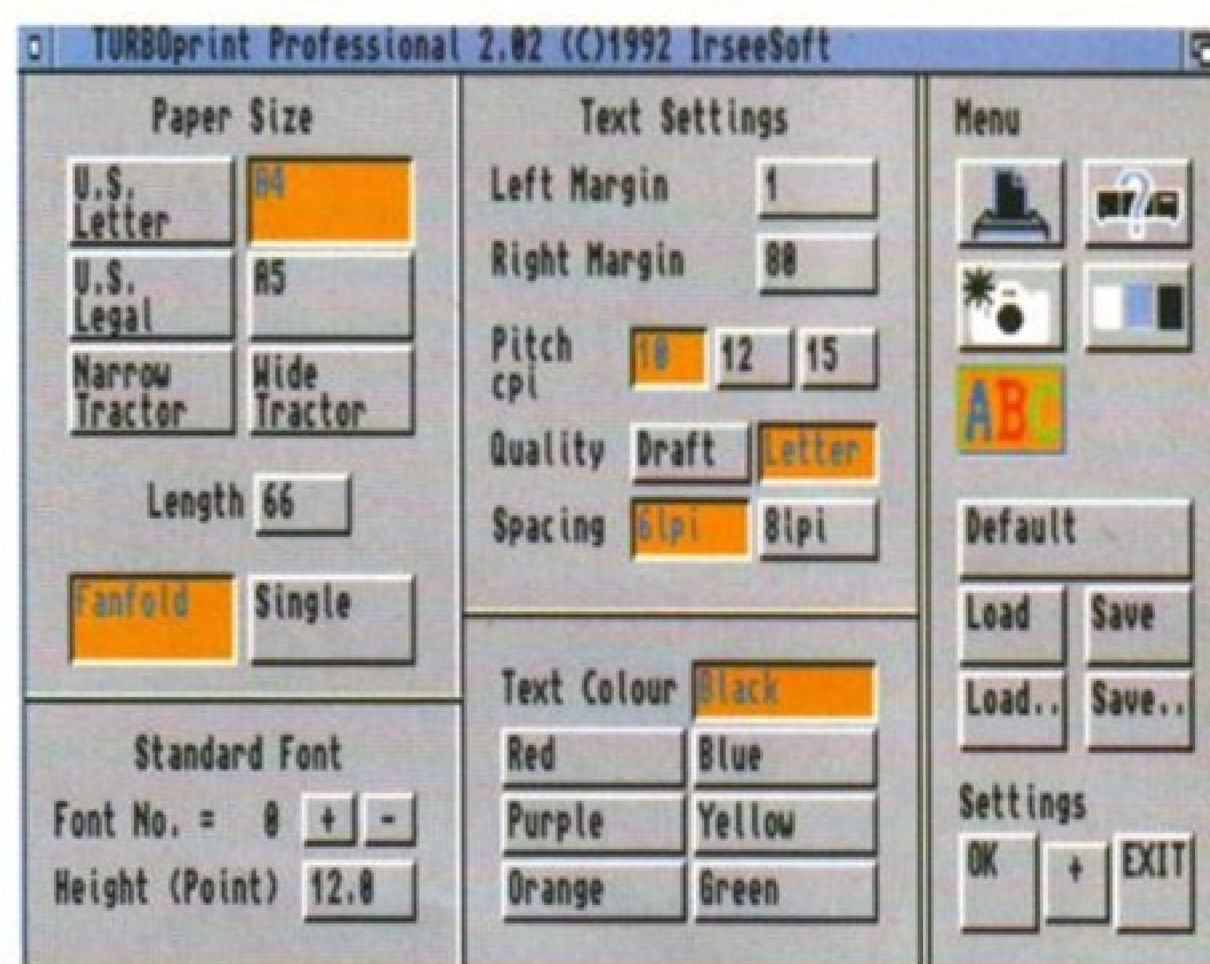
CITIZEN
120D+.m
120D.m
Swift24.m
Swift9.m

FUJITSU
DL-1100(LQ2550).m

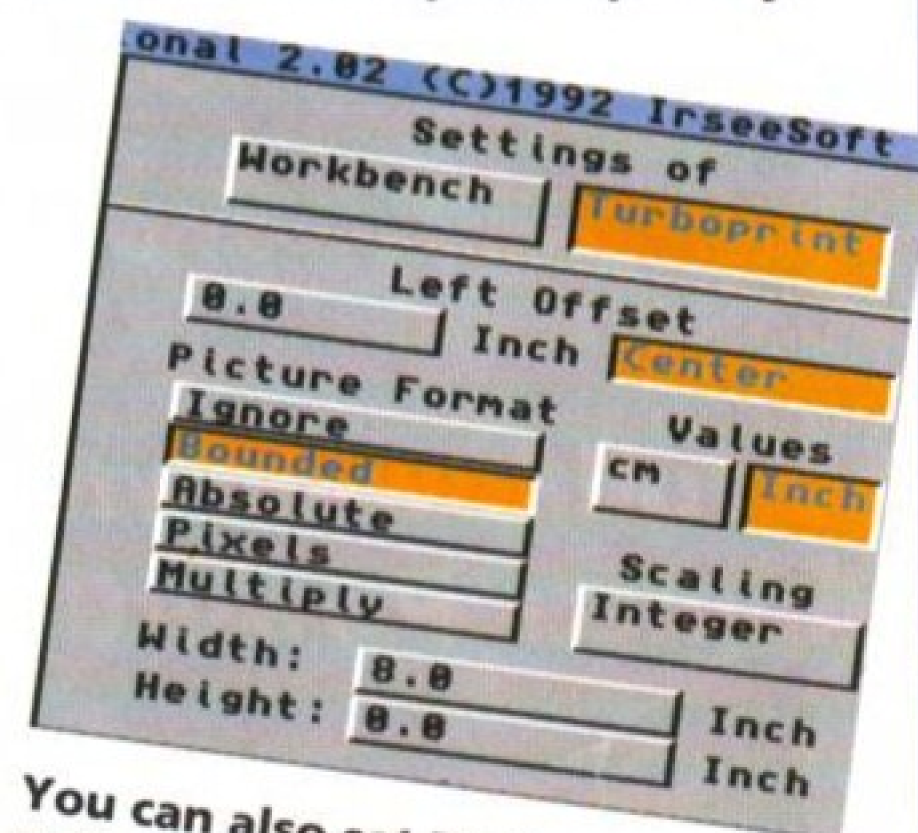
UPGRADE TO TURBOPRINT PROFESSIONAL 2

SAVE £23!





TurboPrint Professional can even spruce up every-day text dumps.



You can also set Preference options from within *TurboPrint Professional*.

NOW THAT YOU'VE seen how *TurboPrint* can improve your quality of life (and the quality of your printouts) just imagine how much happier your little plastic pal with a centronics interface (*That's your printer – Ed.*) would be if you had the latest version of the software – *TurboPrint Professional 2*. (If you haven't used this month's Coverdisk yet, then turn to page 8 right away to find out how to get the most out of the package.)

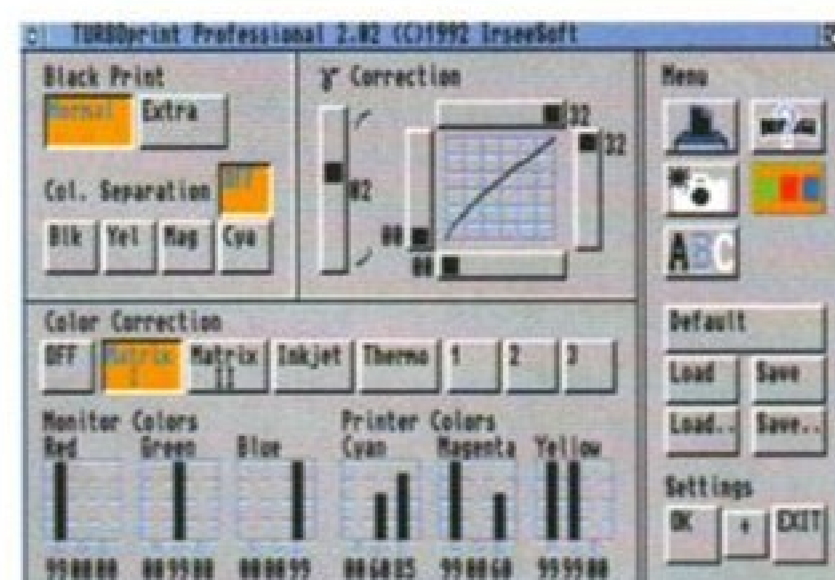
Among its diverse weaponry for combating printout problems are gamma correction, colour correction, even more dithers, a cunning half-line mode and a lower pin operation mode.

In addition it provides a range of useful and powerful printout options including a 'mirror' option, and a multiple-paged tiled poster option, enabling your printer to create masterpieces up to eight pages high by eight pages wide.

The outstanding control offered on colour correction will allow the minutest of printer characteristics to be altered with a simple to use and easy to understand system of screen menus. If you can't understand them straight away, don't worry; the program comes with a comprehensive 80-page manual detailing every aspect of *TurboPrint Pro*.

All in all, the most amazing thing is that the full software, drivers and manuals have an RRP of £49.95. But if you order now using this form, you can get your hands on the lot for £26.95! Just write a cheque to Future Publishing Limited and send it to: *TurboPrint* Offer, *Amiga Format*, Future Publishing, Carey Court, Somerton, Somerset TA11 6TB.

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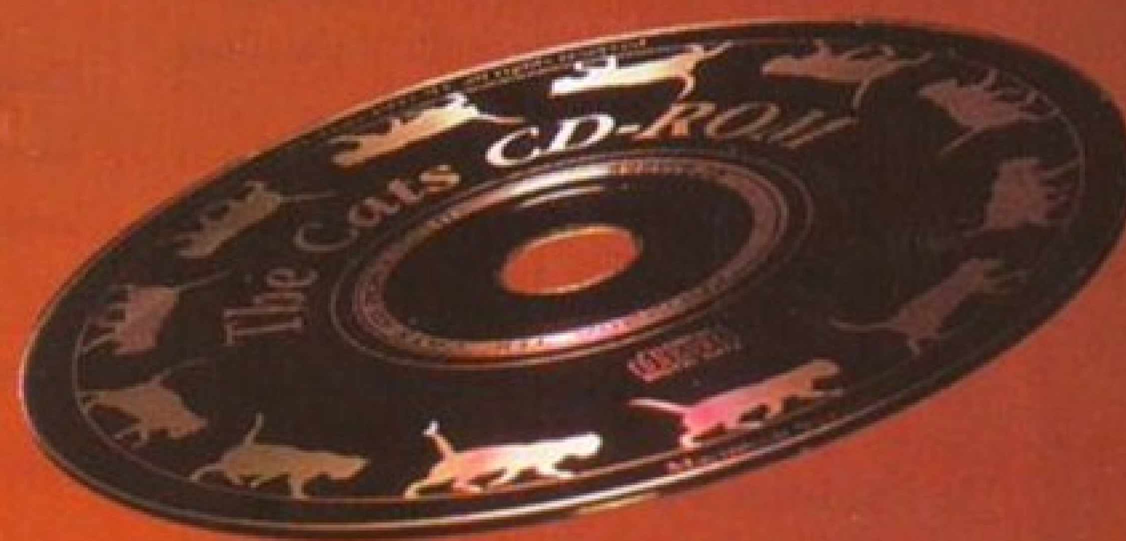


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A fast Mac portable for only £900? – why the PowerBook 145B is a great buy

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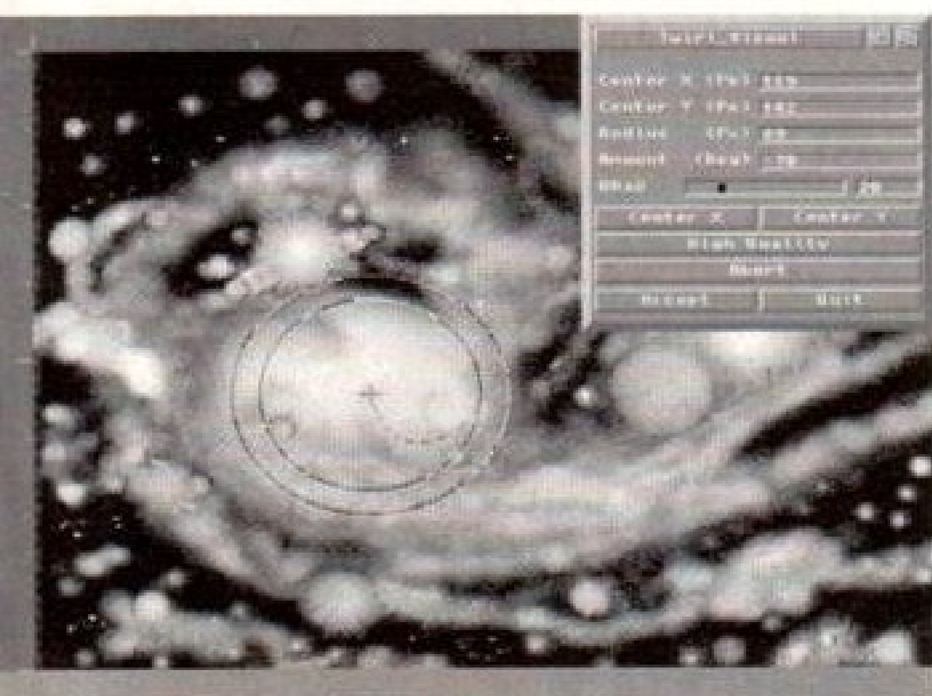
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Art Department PROFESSIONAL V2.3

That perennial favourite Art Department Professional has just undergone another revision. Richard Baguley takes a look at version 2.3.



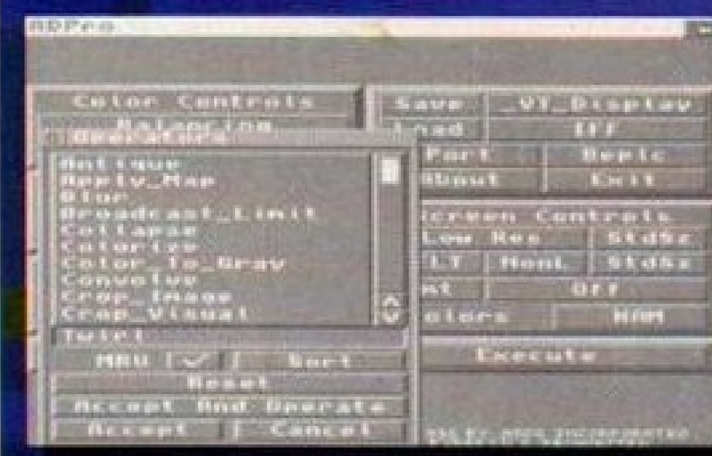
The *AdPro* Twirl operator twists part of the image around its centre, giving a very weird image.

ART DEPARTMENT PROFESSIONAL has a well deserved reputation as one of the best image processing programs on the Amiga, and has seen widespread professional use by people such as Foundation Imaging of *Babylon 5* fame. If you've not come across it before, *AdPro* can take images in a wide variety of formats and convert them into others and can apply a range of operations such as pixellation to the images.

We reviewed *AdPro* version 2 way back in issue 36, and gave it a mark of 85 per cent. Since then, several new programs with similar image processing power, such as GVP's *ImageFX* and the PD program *Rend24*, have appeared, so what have ASDG done to keep their image processing crown? There have been no profound changes to the front end of *AdPro*, except for moving the Separate button over to an operator. Several new loader and saver modules have been added, and many others have been updated. Support is provided for using the framebuffer of the Video Toaster, and you can also pass images directly to *Deluxe Paint IV AGA*. Also included is a small patch program which upgrades *DPaint IV AGA* version 4.5 to version 4.6, which is needed for the new loader. Images can also be passed straight to *OpalPaint*, the excellent paint program that accompanies the OpalVision board. The anim loader and saver now supports the new ANIM8 format, which gives better compression ratios than the old ANIM5 format.

A major addition is a program called *Sentry*, which can be set up to keep an eye on a directory. When a new file appears in this directory, it can kick off another program or AREXX script. So, you could set up a script to convert new files and save them to a different directory. When used with *ProControl* reviewed below, this can be incredibly useful.

ART DEPARTMENT PROFESSIONAL



The front end of *AdPro* doesn't look very interesting, but this grey interface conceals an awful lot of power.

MANUFACTURER
Computer System Associates

DISTRIBUTOR
Meridian, 081-543 3500

PRICE
£199.95. Upgrades from version 2.1 and 2.2, £36 + £2 P&P

DESCRIPTION
Image processing program

VERDICT

" AdPro leads the image processing race, but the rest aren't far behind. "

87%

Pro CONTROL

If you're an avid AdPro user, ProControl can make your life a lot easier as Richard Baguley explains.

THERE IS NO doubt that *Art Department Professional* is an incredibly powerful program, and that one of its most useful aspects is its comprehensive ARexx interface, which gives you access to every aspect of image processing and conversion. However, unless you really know your way around both ARexx and *AdPro*, writing scripts to automate the use of *AdPro* is an incredibly complex process. Even if you do know about them, it still involves a lot of debugging and rewriting.

Into this technical breach steps *ProControl*. It enables you to generate complex ARexx scripts with no more than a few mouse clicks. So, for instance, if you regularly convert groups of files from 24-bit IFF to HAM, you could set up a script to do it for you. Alternatively, *ProControl* can co-operate with the new Sentry utility supplied with *AdPro*, so it will run a script whenever a file is copied into a given directory. So, you could leave it unattended waiting for the next frame of a ray trace to finish.

Scripts are built from the mouse-controlled front end, and all that's required to control them are a couple of mouse clicks. So, if you wanted a script to load in an IFF file, blur it and then save it out as a JPEG, you would click on the IFF entry in the Loaders section, select the file(s) required, click on the blur operator and select the parameters for the blurring, and then click on the JPEG saver and set the save directory. That defines the script, so that all you have to do is to click on Process Script, and away it goes. Once you're happy with the script you can save it or combine it into an existing one.

ProControl also enables you to call one script from another so that you can set up a library of common processes and call these from scripts designed for special purposes. Every aspect of *AdPro* can be accessed by the script, including altering the dithering, palette changes and screen mode. These can also be added to the script, and you can even make *ProControl* and *AdPro* run in the background, so you can get on with other things. This is the only product of its type, and it certainly achieves its job of making it easier to control *AdPro* through ARexx.

If you deal regularly with large numbers of files, or if you want to automate image processing tasks so that they run unattended, *ProControl* is an excellent program, and it's certainly an easy alternative to writing your own ARexx script from scratch. The option to issue ARexx commands to other programs would have been useful, and I hope the designers will consider including this in future versions.



The front end of *ProControl* is definitely much friendlier than *AdPro*.

PROCONTROL



The script is running, and the gauge at the top right of the screen tells you how far you've got.

MANUFACTURER
Computer System Associates

DISTRIBUTOR
Meridian, 081-543 3500

PRICE
£69.95

DESCRIPTION
Graphical front end for creating ARexx scripts to control *AdPro*.

VERDICT

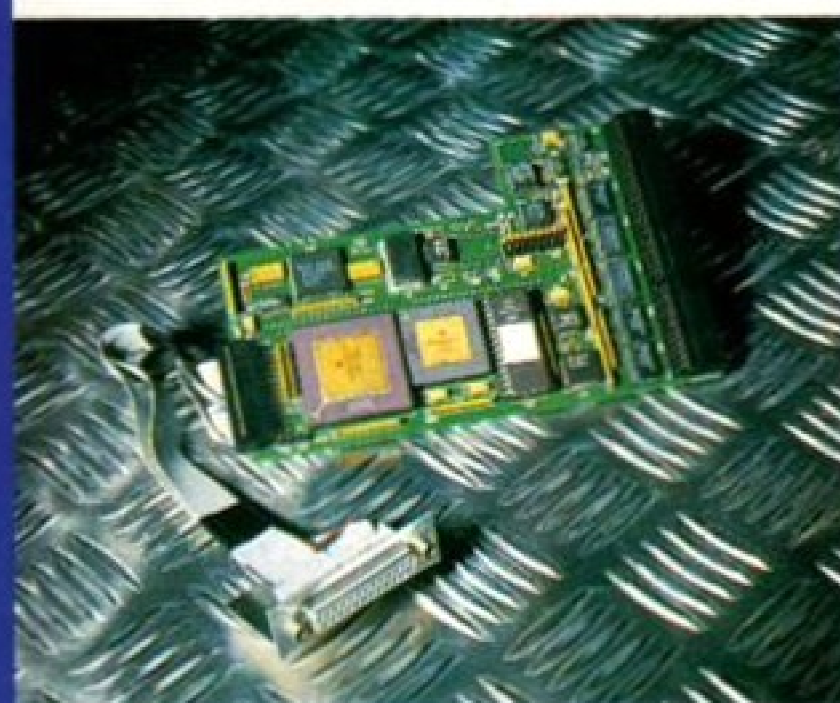
" ProControl isn't cheap, but if you use AdPro a lot it's worth the money "

80%

CSA TWELVE GAUGE

Richard Baguley sees how fast his Amiga will go with CSA's accelerator...

ADDING A FASTER processor to speed up your Amiga will result in your programs running smoother and faster. This is CSA's first accelerator for the A1200, and it combines the functions of a faster CPU, running at a full 50 Mhz 68030, and a SCSI interface. Alongside this is a socket for a Floating Point Unit (FPU), which can only run at the same speed as the CPU. There is a single SIMM slot, allowing up to 32 Mb of memory to be fitted. However, SIMMs of this memory capacity are expensive, and it's unlikely that anybody will want to expand this card that far.



CSA have managed to pack both a 68030 and a SCSI interface into a single card.

At the end of the card is a 26-way plug block which provides the SCSI output. This is taken outside the machine by a cable with a 25-way D-type female socket, which fits in the empty hole covered by a blanking plate on the back of an A1200.

If you own a very early A1200, this plate may not be present, so you will need to run the cable under the machine. The SCSI interface will connect to up to seven drives, but this is only the start of the story. You can also connect devices such as tape streamers, flatbed plotters and removable drives. I have tried it with several varieties of removable drive, and all perform faultlessly after a little bit of fiddling around to set them up. The Twelve Gauge is accompanied by a disk which includes a program to check the status of and format SCSI drives, as well as the benchmark program *AIBB*. Also included are several diagnostic programs for checking the state of the various parts of the unit. I have tested the SCSI interface with a variety of disks, and it performs faultlessly with all of the different types, including removable Syquest drives.

In use the unit works well, though the CPU and the bottom of the case do get hot. This doesn't seem to cause problems, but it is worrying. The unit is fast and compares well with other 50Mhz units like the MBX 1230XA. It is more expensive than other models, but the SCSI interface means people with old drives from an A500 should be able to connect these to their machines, with the addition of an appropriate case and power supply.

CSA TWELVE GAUGE



SCSITools comes with The Twelve gauge allows you to dig into the depths of the SCSI bus to see what's connected.

DESCRIPTION
50 Mhz A1200 Accelerator

MANUFACTURER
Computer System Associates

DISTRIBUTOR
Omega Projects
0942 682203/4/5/6

PRICE
£599 (50Mhz 68030, 4Mb price to be confirmed)

VERDICT

" Adds some serious processing power to your Amiga 1200. "

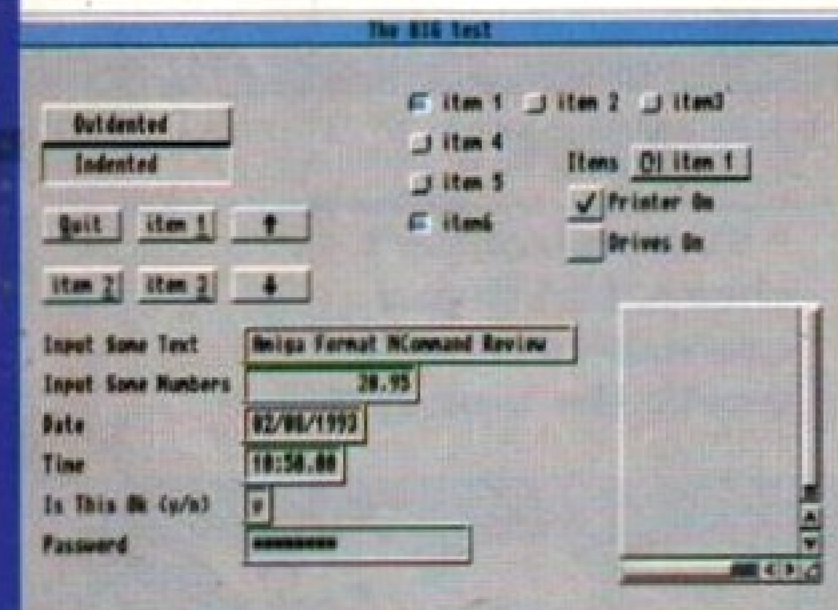
89%

NCommand PRO

Europress have yet to release an Intuition extension for AMOS, but Jason Holborn has found an alternative...

ONE CRITICISM LEVELLED at Europress' *AMOS* has been its inability to run programs under Intuition, the Amiga's windowing environment. They are planning an Intuition language extension allowing *AMOS* programmers to open screens and windows on Workbench, but it's a long way off.

Oasis Software have stepped in though with *NCommand Pro*, a set of handy routines that allow the programmer to create front-ends that share a striking resemblance to Workbench 2.



Add Workbench 2-like gadgets to your programs with *NCommand Pro*.

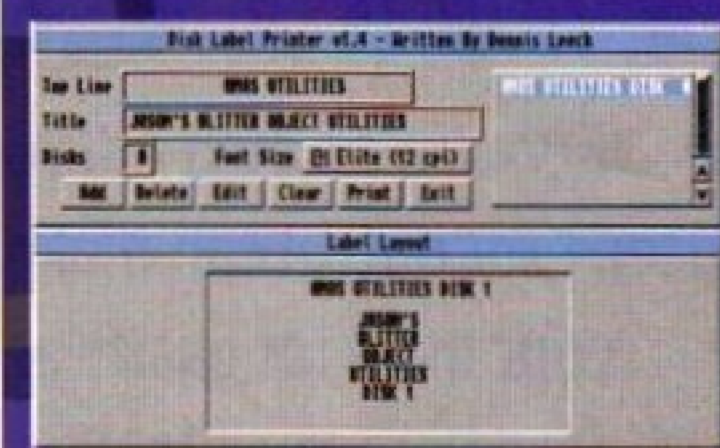
NCommand isn't a 'proper' extension; products like *D-Sam* and *AMOS 3D* are libraries of *AMOS* routines coded in Assembler for maximum speed, whereas *NCommand* can be called up from any *AMOS* program. To use it within your own programs, all you need to load is a file which contains all the *NCommand* routines in *AMOS* source code.

There are a number of pros and cons to this approach. Major downer is the *NCommand* file is rather large – over 120K – so your source files will be big too. What's more, because the *NCommand* routines are written in Assembler, their complexity makes them rather slow. Finally, *NCommand* makes your programs look like they are running under Intuition, but they aren't – *NCommand* still displays all its gadgets and requesters on a standard hardware-level *AMOS* screen. On the plus side, however, coding them in *AMOS* makes them easy to modify, so experienced programmers can change or even extend them if they wish.

NCommand adds over 50 new commands to the *AMOS* instruction set which allow you to incorporate bevelled boxes, buttons and both horizontal and vertical slidebars, all of which are virtually indistinguishable from their Workbench 2 counterparts. A number of Intuition-like gadget types are supported including 'String' gadgets, Workbench 2-like 'Radio', 'Cyclic' and 'Check box' gadgets, all of which can be placed on the screen with a single command. Finally, those wanting to avoid the horrible AMOS file requester will be pleased to learn *NCommand* provides its own too.

NCommand is a brave attempt, but it's by no means an alternative to a real Intuition extension. However, until Europress launch an Intuition extension, this is the next best thing.

NCOMMAND PRO



Bundled with *NCommand* are a number of utilities that demonstrate the usefulness of the package beautifully.

DESCRIPTION
Intuition extension for *AMOS*

MANUFACTURER
Computer System Associates

DISTRIBUTOR
Oasis Software 0706 376572

PRICE
£15

VERDICT

" Excellent alternative until Europress release a real Intuition extension. "

78%

DSS8+ Digital SOUND STUDIO

Maff Evans gets to grips with the upgraded sampling and tracking package from GVP.

The DSS8+ hardware is very flash indeed, coming in a sleek, ultra-modern looking, clear plastic case. Nice touch.

THE PROBLEM WITH buying serious packages for your Amiga is that before long there is nearly always an updated version. DSS8+ is one such update, being a revamped version of GVP's previous package, DSS8. The first noticeable difference between the two is that the new sampling cartridge comes in a snazzy clear-plastic case that is similar in style to the old TV modulator.

The general appearance of the software is the same as the earlier version, but many of the features have been streamlined and improved to give greater performance and to work on the A1200 and A4000. The software has two main areas: sampling and tracking. The main screen is the sample list, where sounds can be stored in memory and configured to use as instruments on the tracker.

By clicking on the relevant icon on the right hand panel, you enter an editing or recording screen. To sample a sound, you have to set the input levels, adjust the bias of the sampler (using an oscilloscope function) and set the sample rate. Then you just click the monitor button to hear your source or hit the record button to put a sound in memory.

All the usual tools have been included, such as copying, pasting, and looping, most of which can be accessed via the icon panel. One of its features, that's not often found on samplers, is the ability to draw sections of the waveform using the mouse, which is useful for ironing out spikes, clicks and glitches. Before you can use a sound in the tracker, you have to select the Copy To Chip function from a menu, because only samples stored in chip RAM can be played in the tracker. Then you just choose your sounds and play them into a pattern from the keyboard.

DSS8+ is a flexible and potentially powerful system. The problem is that finding your way around is a little daunting and it's all too easy to select the wrong function and see sounds or tracker data disappear. Another quibble is that the tempo can only be adjusted in large steps, so getting breakbeats and loops to fit in time is next to impossible.

The sampling quality at high rates is pretty good, but lower rates tend to hiss, and there are lots of useful editing functions. DSS8+ is a worthwhile package, but if you want to use the samples in songs, buy a separate tracker.

DSS8+ DIGITAL SOUND STUDIO



The program's sample-editing display is very smart, but the various buttons can get a little confusing at times.

MANUFACTURER
GVP

DISTRIBUTOR
Silica Systems on 081-309 1111

PRICE
£69

DESCRIPTION
Sampling/tracking package

VERDICT

" Potentially very powerful, but proves awkward to use in places. "

76%

TechnoSound TURBO 2

Can the latest version of TechnoSound possibly live up to the standards set by the earlier ones? Maff Evans finds out.



TT2's sample edit page is well laid-out, with everything clearly marked making waveform editing fast and worry free.

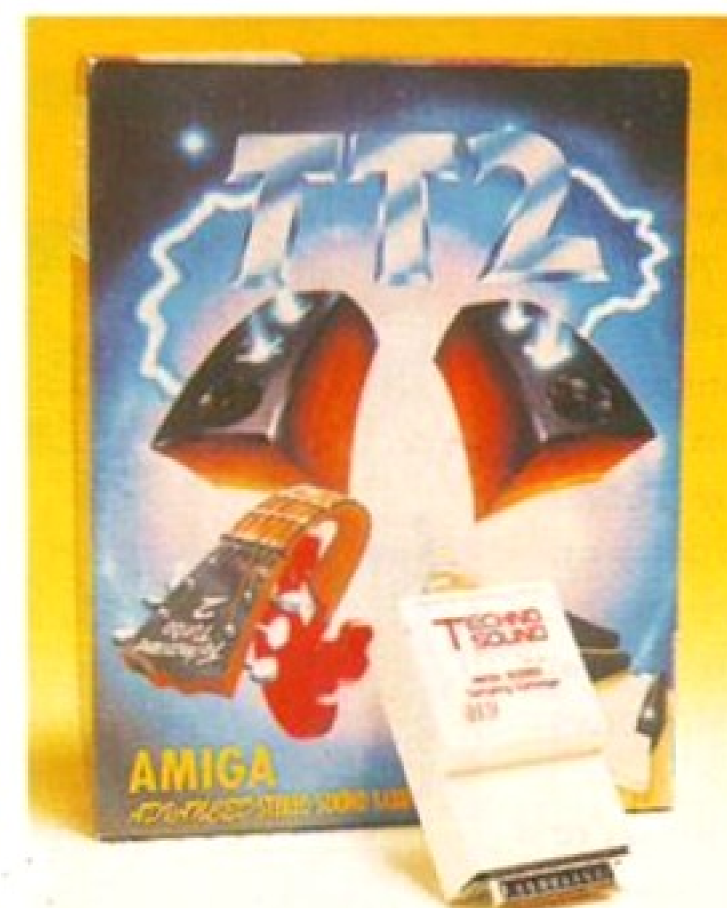
ONE OF THE most popular sampling packages for the Amiga is New Dimensions' TechnoSound, whether in its original guise or in the revamped Turbo version. Now yet another version has appeared with some significant changes on offer.

The TechnoSound Turbo 2 cartridge has been redesigned as a more solid, white box, but it's the software that has undergone the more radical updates. The program's style is completely different. Gone are the potentially confusing icons placed on a pretty, but unnecessarily colourful, background. Now you just use simply labelled buttons to control the recording and main editing functions. Other options are controlled in a series of pull-down menus.

The waveform display has been greatly improved, giving readings of the sample size, pointer positions and screen mode along with a very clear waveform. The edit and loop points are combined, which takes a bit of getting used to, but keeps things simple. To record a sample, you just set the sample rate using a pull-down menu option, adjust the volume on the sound source to get a good reading on the spectrum analyser and click on Record.

The tracker section isn't as extensive as stand-alone programs, but it is flexible and fast. Unlike the DSS8+, the tracker is totally integrated into the program, so you can swap between the tracker and sample editing without losing data.

The sound quality is very good and the higher rates give exceptionally clear samples. Again, the tracker is an ideas jotter rather than a serious songwriting tool, but it's useful to test loops and sample edits before leaving the sampling software. TechnoSound Turbo 2 has been vastly improved and for this price you can't really do much better.



The TT2 sampling cartridge has been redesigned, becoming a more compact and much more sturdily built little unit.

TECHNOSOUND TURBO 2



TT2's tracker is an option found in one of the pull-down menus, so you can enter or leave it without saving data.

MANUFACTURER
New Dimensions

DISTRIBUTOR
New Dimensions 0291 690933

PRICE
£49.99

DESCRIPTION
Sampling/tracking package

VERDICT

" A simple package which is very flexible and provides good results."

88%

Cheaper than the bargain basket at Bettabuys come the latest, and possibly the greatest, Public Domain utilities and games of the issue. Richard Baguley pops into warp factor five and gives you his verdict on the new releases...

PD Update



Passengers at the front of the craft will no doubt see that we are about to collide with the Deep Space Nine space station. Bang goes the film rights.



Aliens to the left of me, aliens to the right of me. Oh, blimey. I hate it when they shoot at me.

THE FINAL FRONTIER — MAG

CYNOSTIC D0142A-D

Star Trek fans (or 'Trekkies') are a funny bunch. Many of them like nothing better than to sit in a dark room pondering on how many positronic pathways there are in Data's brain, or how many rivets there are in a class seven shuttle. Some of them also like to gather together in hotels and listen to speeches by old American actors, or listen to talks on the fundamentals of 'warp technology'.

Anyway, suffice to say that people who are into *Star Trek* tend to get quite, erm, involved in it, which leads to disk magazines such as *The Final Frontier*. For your £7 you get four disks which are packed full of facts, figures and opinions about the *Star Trek* TV programmes and films, as well as some rather groovy ray traced images by Tobias Richter. This issue's highlights include articles on Jimmy Doohan's (aka Scotty) appearance at the recent *Star Trek* convention in Leeds, some rumours about the next film and several stories written by fans.

At the risk of sounding predictable, if you're into *Star Trek*, you'll enjoy this well put together disk magazine. However, if you find the adventures of the Ferengi duller than spending a weekend locked in the cupboard with a Vulcan train spotter, this would be best avoided.

TRANSPLANT — GAME

ALPHA PD DISK 138

There are numerous average PD shoot-em-ups, but unfortunately very few good ones. This, however rates quite highly. It's got multidirectional scrolling, good sounds and a vast number of levels as well as a two-player mode. You can play this in either competitive (where you can shoot each other) or co-operative (where you can't shoot each other, but can assist in despatching the tougher nasties) mode. The earlier levels are pretty easy, but the later ones get harder, with a profusion of homing missiles and tough aliens that need several shots to destroy. There is no storyline to the game, but that doesn't really matter, since the basic aim is to shoot as many things as possible. When there are aliens to be shot, who cares about what planet they are from?

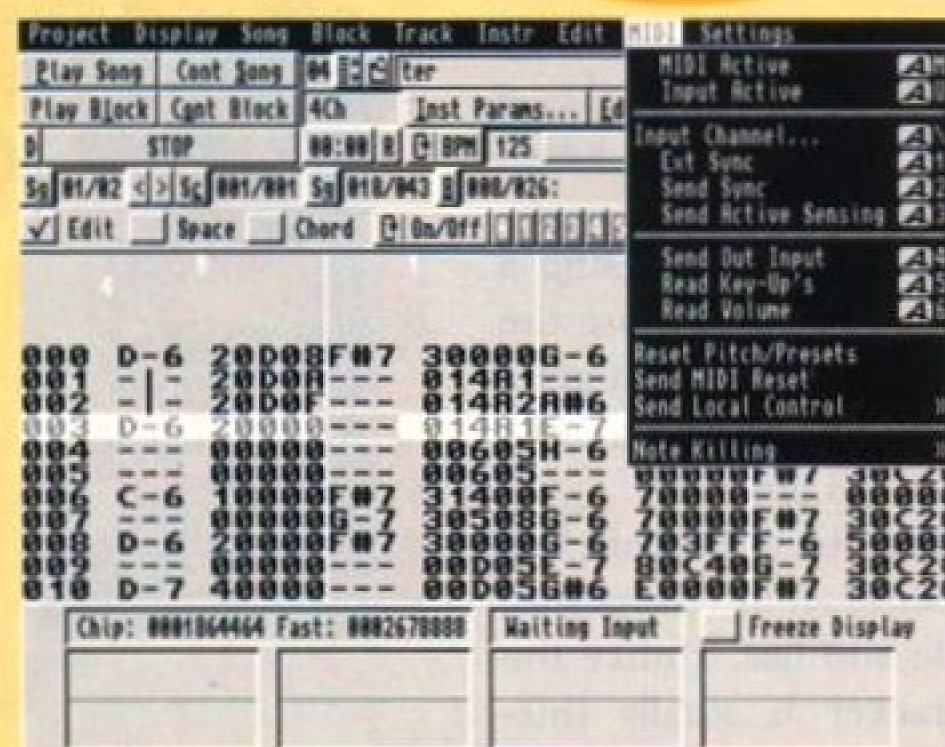
UNIVERSAL CONQUEST — GAME

ANGLIA PD DISK FF871

Conquering the universe can often be an expensive hobby, but with this PD strategy game it needn't be so. It's based around the conflict between two rival interplanetary empires, played by two human players. Each starts off with one planet and a number of ships, and the aim is to conquer as many of the surrounding neutral planets as possible, and then to build ships on these planets. Once you've built an immense empire and a massive fleet of sleek warships, you can turn

OCTAMED — UTIL

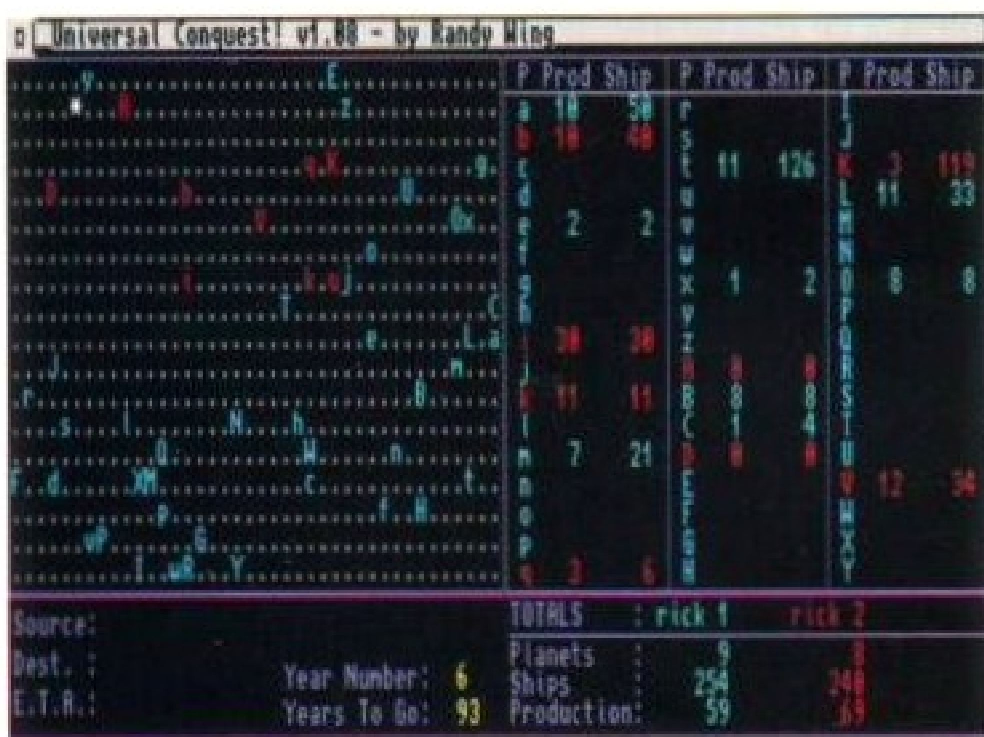
SEASOFT



Octamed Professional **version 5 has undergone a fairly substantial redesign.**

This is the fifth (professional) incarnation of the standard Amiga music program *Octamed*, and is likely to be the last one for at least a year, since the author (Teijo Kinnunen) is being drafted into the Finnish army. This is a major upgrade, involving both a redesign and rewrite. The new control panel can now handle up to 64 tracks and 1,000 blocks, compression of saved songs, several new effects for the sample editor and a new way of organising songs by putting them in sections. All functions can now be accessed through pull down menus as well.

There are still a few bugs (such as the hard disk install script assuming your disk is called DH0: – which mine isn't), but he has cleaned up most of the known problems with earlier versions. It isn't strictly PD, but it is available from



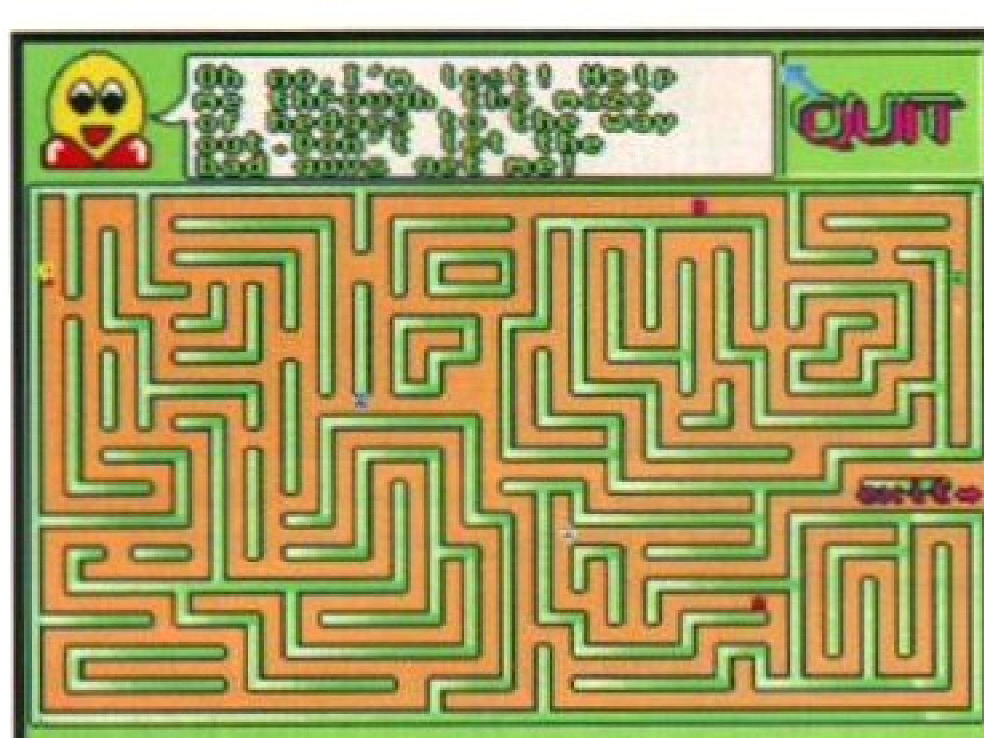
Flashy graphics are for wimps. We want heavy duty strategy games!

to the serious business of conquering the other empire and pounding his or her ships into space junk. Graphically, it's extremely primitive, but the strategic aspect of controlling your fleet adds a new edge to the game.

FUN WITH CUBBY

ED

NBS CLE 28



Cubby, being the brain dead individual that he is, has got himself lost in a maze, do you care?

Educational PD software is thin on the ground, so it's nice to see this Licenseware program written by Aaron McCormick. It's aimed at a young audience, and is based around the character of Cubby, a curious looking yellow blob who wears red shoes. This charming little fellow can be guided into any one of eight different games by going through one of the doors that form the main menu.

The games range from spelling to painting and guiding Cubby out of mazes. It's all accompanied by bright graphics and some excellent samples of slamming doors, blurping fish and explosions. It's all very well done, and should keep most young children occupied for a long time. However, there are a couple of problems with the program. The instructions are rather wordy, and so most children probably won't bother reading them, and the program also switches from joystick to mouse without any indication, which could be confusing. Despite these problems, it's still excellent value for £3.50, and should keep a child from driving you completely mad for an hour or two.

TOOL MANAGER

UTIL

ANGLIA PD FF872 & FF873

Tool Manager is useful to have on your hard disk because it's designed to make accessing programs and specific files through the Workbench easier. It allows you to add programs to the Workbench Tools menu, so that you can click once on the icon of an IFF image, and then select 'Show' from the tools menu. You can also create Icons on the Workbench screen which represent programs. Double clicking on these will start the program, and dropping the icon of a data file on this will start the program off with this file. It's also possible to create what the program calls 'Docks', which are collections of buttons, each of which can start a program. The unusual thing about this is that you can open this screen within any program that supports the new Public Window standard included with Workbench 2 and 3. So, you could get a menu within a program such as *Deluxe Paint*, start off another program, and skip back to *DPaint* without ever going to the Workbench screen.

It is rather fiddly, and does require a lot of setting up to get the best use out of it. However, once you've got a set-up you are happy with, it could save a large amount of time in repetitive operations like examining and editing text and graphics files. If you are making serious use of your Amiga, this could be extremely useful.

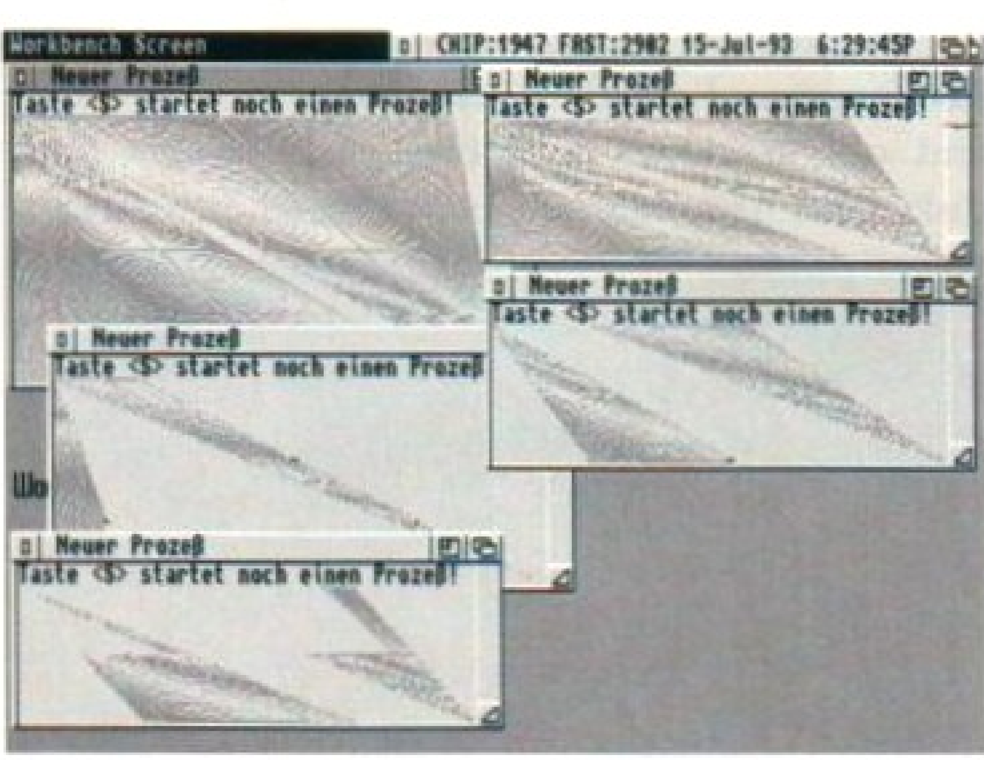
OBERON-2

UTIL

ANGLIA PD FF880

Oberon 2 is, apparently, a powerful object-orientated program language developed by Niklaus Wirth and Hanspeter Mössenböck at the Swiss Federal Institute of Technology. It's developed from the language *Modula-2*, and combines the object-orientated power of languages like *C++* and the notational conventions of *Pascal*. Or at least this is what the documents claim. Anyway, any new Amiga language is worth investigating, and with a heritage like this makes it doubly interesting.

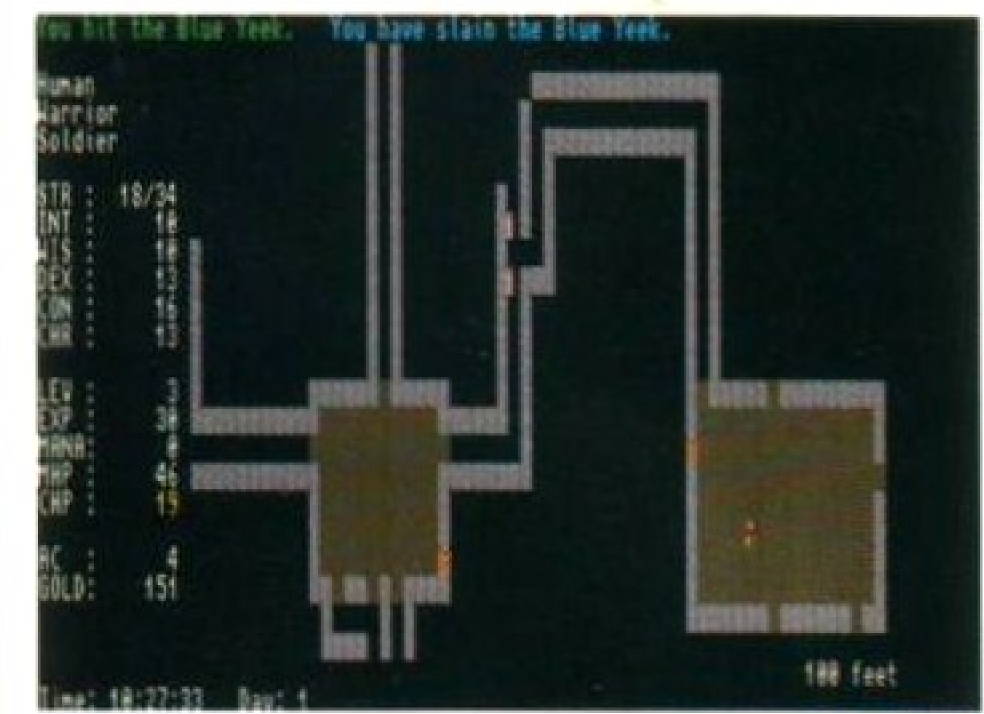
This demo version is somewhat limited because even though you can have a maximum of 200 lines, most of the routines for creating intuition interfaces aren't present, but since the demo programs included with the package prove, you can get a lot into this space. Among these are a Mandelbrot generator, a *Tetris*-style game, and a vector demo, all done in under 200 lines of code. What's more is that all of these are multitasking, and run quite happily on Workbench.



One of the examples included with *Oberon 2* is this program, which draws simple graphics in a window.

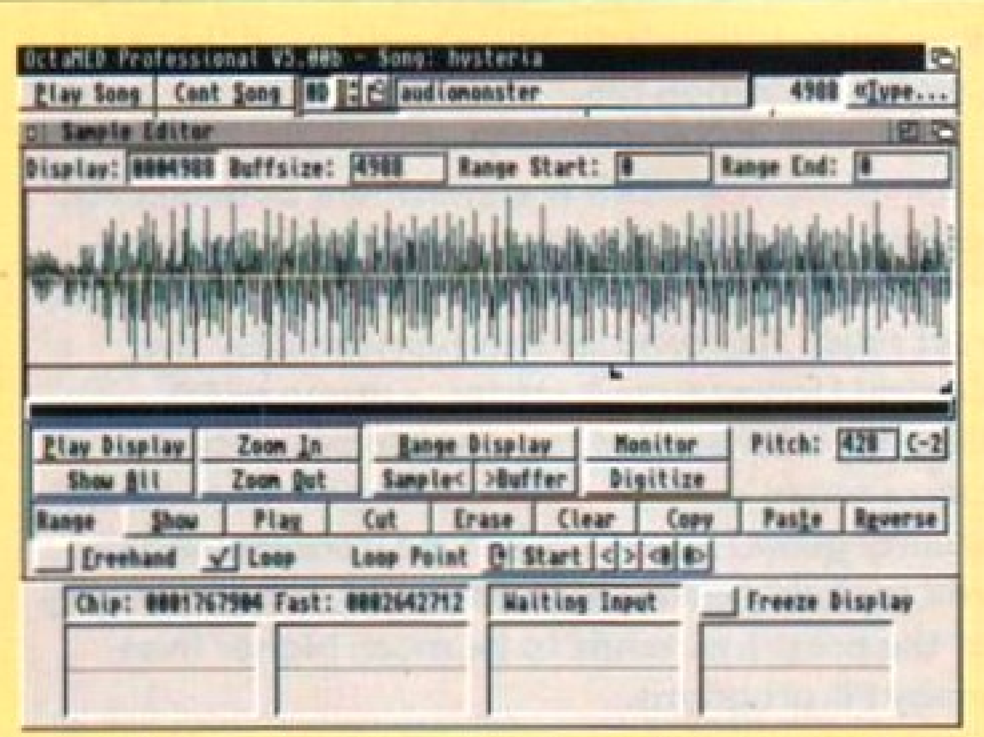
MOIRA

CHOICE SOFTWARE



I get a warm feeling after slaying a Blue Yeek. The graphics may not be much, but it's a big game.

This was the prototype for games like *Eye of the Beholder*, in as much as the aim is to wander around a dungeon chopping up slime monsters, picking up treasure and making a nuisance of yourself. The dungeons are large and stocked with all manner of creepy crawlies, and are randomly generated at the start of each game. Somewhere in the dungeon lies the ultimate challenge in the form of the Balrog, but only foolish or hardy adventurers get that far.



There's been a complete overhaul of the sample editor, and the addition of a number of new functions.

Seasoft for only £30 (or £24 if you are upgrading from version 4), which is excellent value for such a powerful and well-designed program.

TOP 10 GAMES & UTILITIES

Every month, we peruse the best seller lists of a prominent PD company. This month, it's the turn of:

CHOICE SOFTWARE

1	ProTracker 3.10	313	6	Composer	276
2	Magnum (magazine maker)	302	7	PC Emulator	168
3	Relokick	162	8	Choice Disk Utils	219
4	Disk Tool Box	297	9	Nib (copier)	274
5	LSD Legal Utils 76	305	10	Metallion Utils	271

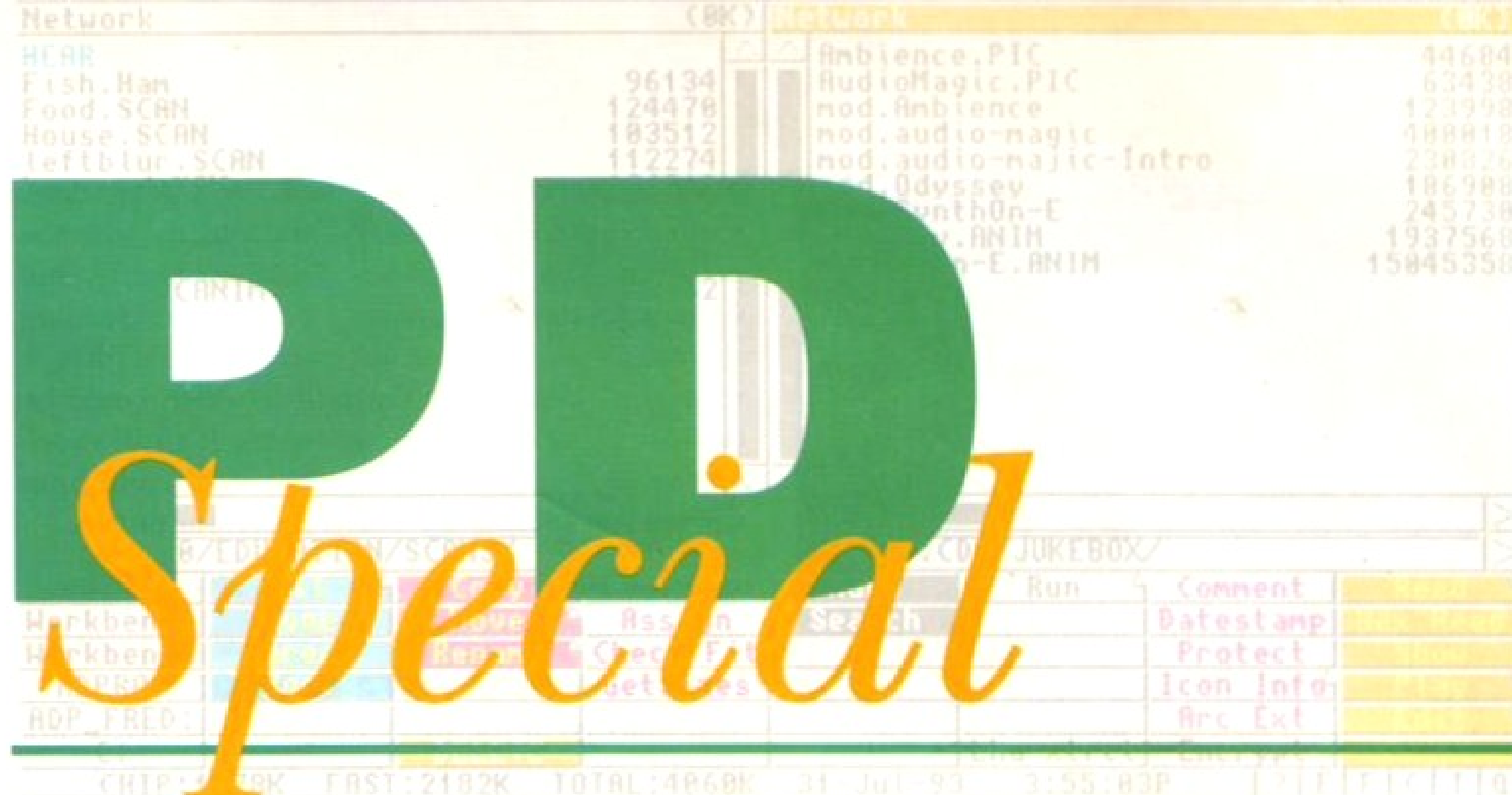
WHERE TO GET THE DISKS IN THIS ISSUE

CYNOSTIC PD: 85 Wyken Croft, Coventry CV2 3AD. 0203 613817

CHOICE SOFTWARE: 144 London Road, Highfields, Sheffield S2 4LT. 0742 555894

ALPHA PD: 3 Whickham St, Easington Peterlee, Co Durham SR8 3DJ. 091-527 3472

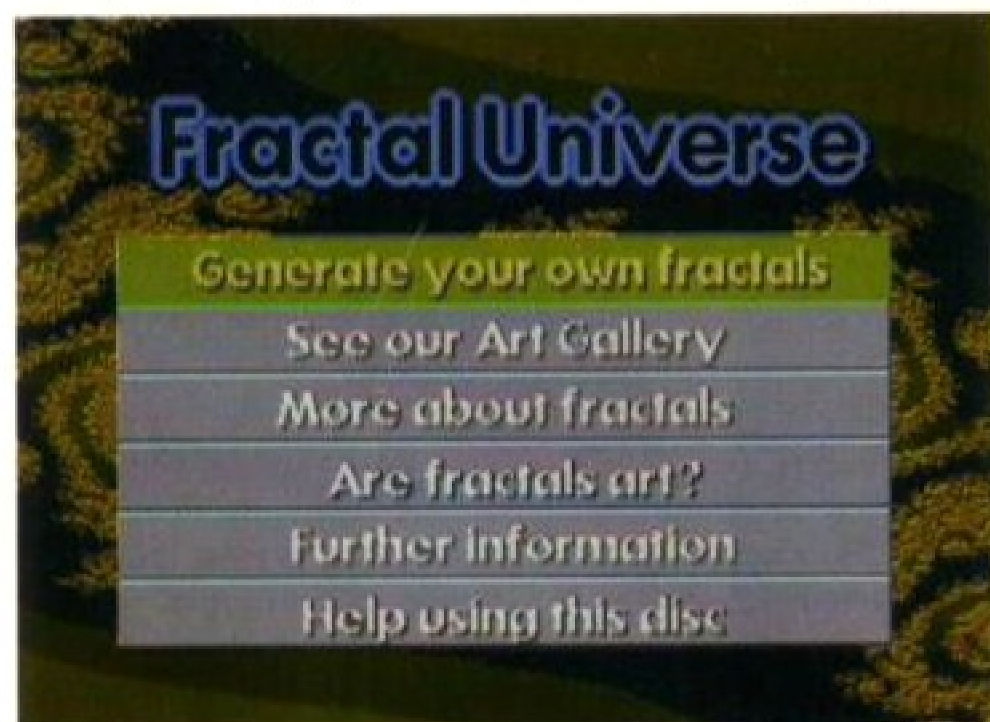
ANGLIA PD, Anglia House, 115 Ranleigh Road, Felixstowe, Suffolk IP11 7HU. 0394 283494



Have you got more than one Amiga? Would you like to be able to share hard disks between them? And how about accessing your CDTV from your new A1200? Here's Richard Baguley with a cheap network solution...

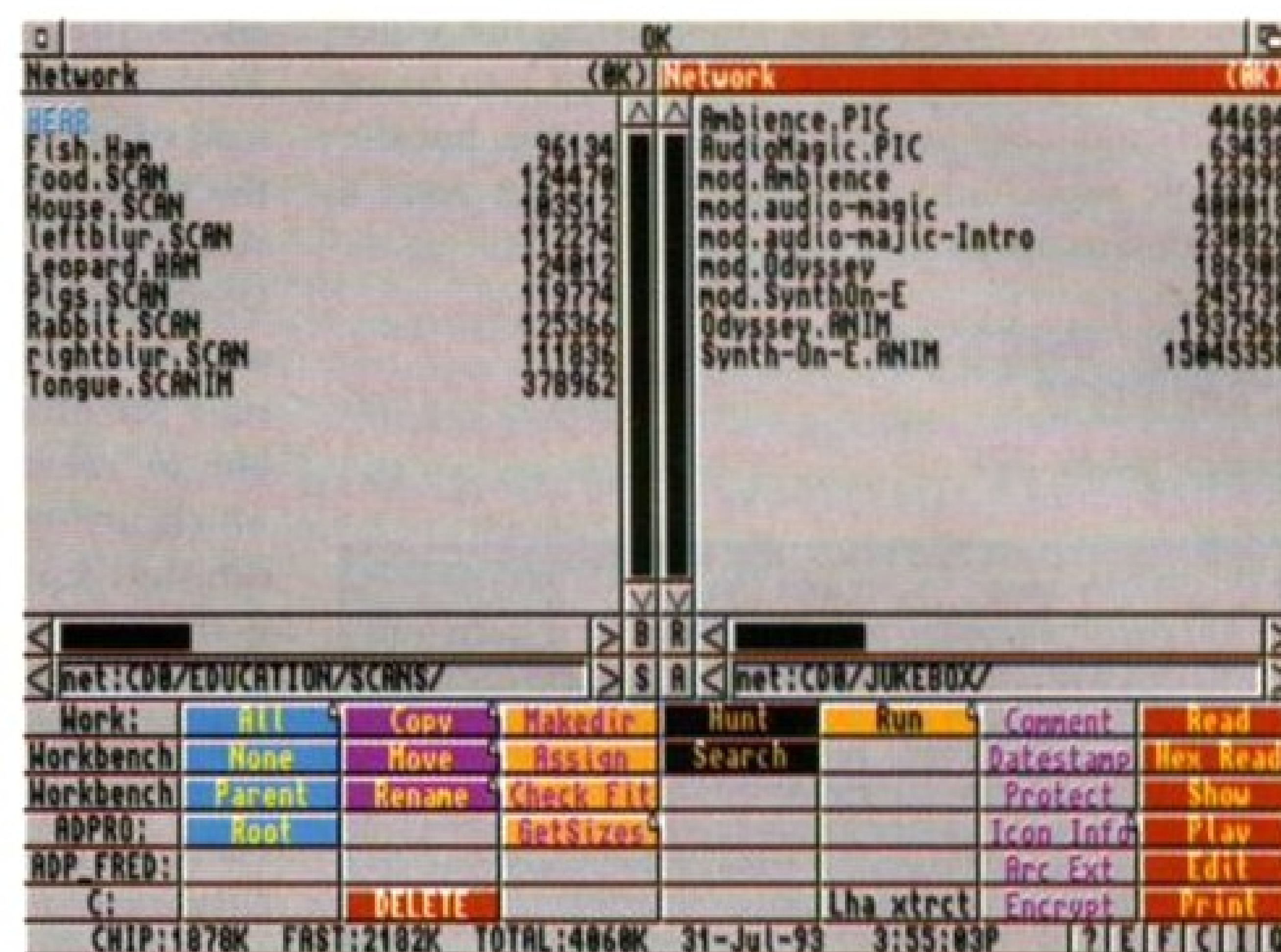
IT'S NOT UNCOMMON for people to own more than one Amiga. Many A1200 or A4000 owners have an old A500 in the back of a cupboard somewhere. It's these Amiga aficionados who probably have an A590 or GVP Impact II hard disks for the older machine, which can't be connected to the new one, since it doesn't have a SCSI interface. So, this expensive disk is useless, isn't it? Some people will also have a CDTV which they want to use to access PD disk collections, like the CDPD collections from Almathera systems. However, unless you're prepared to do a lot of disk toing and froing, you can't do it, can you?

Fortunately, the answer is yes you can, with the PD program *ParNet*, which enables both the new and old machines to access each other's hard disks, and happily share both files and programs.



Some programs will happily run across a *ParNet* link. Here, Almathera Systems CD *Fractal Universe* is benefiting from the extra power of an A3000.

ParNet works by using a specially adapted parallel lead to connect the two machines together, and the software sets up a new device called 'NET:'. Once this is up and running, you can read or write to any machine on either disk, or even run programs from the other machine's hard disk. You also only need one of the computers' mouse and keyboard to control both machines, which leaves you with a less cluttered desk.



Accessing data from the remote machine using *ParBench* is just a question of using the device called 'NET:'. This is *Directory Opus* running on an A3000 accessing Pandora's CD on a CDTV.

The process sounds complex, but fortunately most of the fiddly details have been dealt with. American shareware programmer Vernon Grainer has taken the technical *ParNet* software and created *ParBench*, which includes script routines to install and run the technical *ParNet* software. Also included is full documentation detailing how to install and run the system.

Installing ParBench does require a special lead, but this isn't difficult to make up yourself, and full details are included in the documentation. Alternatively, several companies such as Indi Direct (0543 419999) or Almathera systems (081 683 6418) will sell you a ready made lead. As you'd expect, using ParBench is not as fast as using a normal disk. For instance, starting DPaint IV from the hard disk of an A3000 took four seconds, but over the ParNet link it took nine seconds. It's nowhere near as fast as buying a new hard disk, but it's much cheaper.

Plus, the benefits of having two machines have to be considered. If you're into ray tracing, you could have both machines rendering different frames from the same animation, or have one machine rendering an animation while you're working on another. It's not an ideal solution to the problem of connecting several Amigas together, but until Commodore decide to release it' network system (called 'Envoy'), it's the best we've got.

SUBSCRIBERS GET IT EVERY MONTH

AF Subscriber Superdisk
Amiga Format 51 - subscribers only

Parbench - New version of this networking software.
ARoach - Hideous workbench hack.*
AZap - Binary disk, file & memoryeditor.
Daisy - hear your Amiga sing!
Virus_Checker 6.28 - The best virus checker!
Minefield - Exploding brain taxing fun!*
Extreme Violence - Shoot'em up with an attitude!
*requires WB 2 or above

This month's subscribers' disk contains an exclusive new version of Vernon Grainers' excellent *ParBench* software. This has a variety of bug fixes, and all of the documents are now in AmigaGuide format, making specific information easier to find; plus numerous new utilities for your enjoyment.

JARGON BUSTING

The world of Public Domain is full of confusing terms and names. Here at Amiga Format we aim to demystify this world, so here's an easy guide to PD speak.

PUBLIC DOMAIN – Any software (games/serious utilities/demos) which is in the Public Domain (PD) can be freely copied and distributed by anybody, as long as no money – beyond the cost of the disk – actually changes hands. If anybody tries to charge you more than around £2 for a disk, go elsewhere. You are also allowed to make copies of PD disks and distribute them to friends yourself, again as long as you're not making a profit on them.

SHAREWARE – Just to confuse matters, many PD disks will contain programs that are described as shareware. This means that the freely distributable version on the disk is disabled in some way, and the full version is obtainable by sending a small sum to the author. For instance, the freely distributable version of Stefan Boberg's excellent archiving utility *LHA* is slower than the registered version, and has several commands missing. If you send $20 to his address in Sweden, he will send you the full version. Some people distribute the full version, but with the proviso that if you use the program regularly, you should send them a small registration fee.

LICENSEWARE – This is somewhere between PD and commercial programs – that is because you are not allowed to distribute them, but they don't cost much This concept was pioneered by the Central Licenseware Register, a group of PD libraries who banded together to promote the Licenseware concept with the slogan 'Commercial quality games at a PD price'. A Licenseware disk will probably cost you less than £5, but the quality of the programs tends to be much higher than many PD programs.

WHISKEYWARE – A new concept pioneered by Millennium programmer Toby Simpson, where you get the full registered version of the program by sending him a bottle of (decent) whiskey. So far, he's claiming great success for this concept, and his drinks cabinet is not complaining either.



CUT, TICK & POST...CUT, TICK & POST...CUT, TICK & POST



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EDUCATIONAL DISKS

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❑ ^+ **V792 KIDS GAMES** Geography Math, Sicence and Word Games.
❑ ^+ **V793 AMIGA BEGINNER** You asked for it! Tutorial for the beginner on using your Amiga! Covers CLI & Workbench.
❑ ^+ **V824 ELEMENT v3.0** Nice interactive display of the Periodic Table
❑ ^+ **V825 WORLD DATA BANK v2.2** Using a database of coordinates of the CIA's, it plot's world map's in cylindrical or spherical projects in degrees of magnification.
❑ ^+ **V843 DESERT STORM** Select Maps & info surrounding the Attack
❑ ^+ **V849 LANGUAGE TUTOR v1.0** Spanish, French, German & Italian.
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❑ ^+ **V908 DPAINT TUTOR** Do you have DPaint, learn how to use it.
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❑ ^+ **V940 MATHSADV** Simple math problems to solve. **REFLEXTEST** Tests
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❑ ^+ **V944 AMIGAWORLD** Contains information about every country
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❑ ^+ **V366 600 BUSINESS LETTERS** Over 600 Standard Business letters
❑ ^+ **V390 DESK TOP PUBLISHING** Extra features,Text & Graphics Editors
❑ ^+ **V392 AMICASH BANKIN** Best bankin program that I have ever used
❑ ^+ **V394 CHEMESTETICS v2.14** Draws molecules using the calotte model.
❑ ^+ **V401 WINDOWBENCH (2)** Give your Workbench v1.3 a stunning new look and update your aging software.
❑ ^+ **V424 ANTI-FLICKER** Said to stop the flicker in High Res mode
❑ ^+ **V444 PRINTER DRIVER DISK III** Now contains instructions on how to install them. Theres about 90 drivers
❑ ^+ **V479 CHESS & UTILITIES** A collection of chess related Puzzles.
❑ ^+ **V489 AMIBASE PRO v2.0** This is most popular PD Database program.
❑ ^+ **V490 MESSY SID v2.0** Reads MS-Dos disks, Transfer any text files to & from an IBM PC, ie PC to Amiga
❑ ^+ **V523 DICE C COMPILER (2)** Matthew Dillons full featured powerful C compiler & environment system.
❑ ^+ **V536 CATALOGUE UTILITIES** A collection of utilities used to Catalog disk/ Video & Tape collections **(2)**
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❑ ^+ **V685 ASTRO ASTROLOGY v3.0** Best Astrology program on the Amiga
❑ ^+ **V686 MULTIDOS v1.12** After this program has been installed your Amiga drives can then read 720k IBM Disks.
❑ ^+ **V688 MAGNETIC PAGES v1.30** Creates disk based mags with graphics
❑ ^* **V690 WB 2/3 UTILITES** Contains the programs that should have been with WB 2. Take full advantage of the many NEW capabilities that are available. **(2)**
❑ ^+ **V693 HARLEQUIN VIDEO ART** A video production with backgrounds **(3)**
❑ ^+ **V698 AGRAPH v2.0** Brings the world a cheap draw Bar, Line, Area & Pie chart production/ presentation program.
❑ ^+ **V705 MED v3.21** Excellent update to the famous music program
❑ ^+ **V710 AREXX TUTORIAL** Includes several sample Arexx scripts & sample progs. ARexx comes free on all WB v2.04+ disks
❑ ^+ **V711 UNIX** Contains a working demo of Minix (Unix) System call compatable
❑ ^+ **V715 BIBLE** The entire text of the new Testament & Torah Old Testament **(3)**
❑ ^+ **V719 FREECOPY v1.8** Removes protected games copy protection so that the user can install them on HD.
❑ ^+ **V727 ART OF MED 2** Another excellent select of Med tunes.
❑ ^+ **V731 AMOSBROT v1.1a** More fractal types which include Logistic Equation, Coast lines & trees
❑ ^+ **V733 SOFTWARE LISTER v1.6** This program is designed to keep a track of your Software collection.
❑ ^+ **V742 ONLINE v1.4** Program will allow you to find cheats within games
❑ ^+ **F691 PROFESSIONAL C MANUAL v3.0** Is the largest collection of utilities, documents & examples for C, It consists of six manuals, with over 40 chapters **(5)**
❑ ^+ **V757 AMIGADEX v1.61** Creates a card index database system.
❑ ^+ **V758 TEXTPLUS v4.0e** Another update of this excellent Word processor program. Requires Hard drive
❑ ^+ **V759 TEXT ENGINE v4.0** Updated version of the Word processor with **AZSPELL**. Excellent spell checker
❑ ^+ **V761 A-GENE v4.18** The most popular genealogy database program.
❑ ^+ **V770 ACCOUNT MASTER v2.12** Excellent Amos written program
❑ ^* **V773 WB v2.04 WINDOWBENCH v2.0** Excellent Workbench replacement for all WB v2.04+ Users **(2)**
❑ ^+ **V777 VOICE CLI v5.5** The idea is to control the CLI with your own voice.
❑ ^+ **V778 RAYSHADE v4.0** Complex Ray tracing package. 2Mb **(3)**
❑ ^+ **V782 FORMS** Create, Edit, Draw , Colour & print your own forms
❑ ^+ **V783 PROGRAMMING TOOLBOX** Many programs to help in your development efforts (most C but some in basic)
❑ ^+ **V784 AREXX (2)** disks which contain Arexx programs & examples
❑ ^+ **V786 PASCAL** This disk contains everything needed to program in Pascal. Includes a68k 68000 assembler & more
❑ ^+ **V787 PROGRAMMER TOOLS** GadTools to design your user interface to your own programs using all of Amiga DOS 2.0+s new features. Also RegTools.
❑ ^+ **V790 ANIMATION UTLS** Includes CyroUtils for splitting, combining, and creating animations from IFF picture files.
❑ ^+ **V791 DIRECTORY ULTS** Highly recommended programs which are designed to make CLI & Shell tasks virtually obsolete.
❑ ^+ **V794 GRINDER** Complete graphic conversion package that supports GIF, JPeg, Atari St (Neochrome / Degas), PCX, Targa, TIFF, Ham-E and IFF Format pics.
❑ ^+ **V797 EASY AMOS** Contain source code for use with Easy Amos. **(2)**
❑ ^+ **V799 ADVENCED UTILs** SerNet & ParNet, Connect 2 Amigas & share resources via the serial or Parallel ports. MyMenu WB 2.0 menus
❑ ^* **V806 WB v2.04 UTILITIES (2)** 2nd collection of WB v2.04+ utilities that take advantage of the NEW capabilities.
❑ ^+ **V811 ELECTROCAD v1.42 & PRO TOYPER** Electronics drawing Programs.
❑ ^+ **V812 CANON** This disk contains Printer Drivers & Canon Studio, Gives better print output for any 9 pin printer.
❑ ^+ **V815 FILE & HD 2** DirWork v1.62 MegaD File copier like Disk Master **(2)**

❑ !- **V817 A500 PLUS EMULATOR** As it sounds will let v1.3 / v1.2 owners run WB v2.04+ software with out any need to purchase to WB v2.0+ chips.
❑ ^+ **V818 INSCRIPT v1.1** Produce video titles. Includes fully editable text entrys, Use IFF Pictures as back grounds
❑ ^+ **V820 BBBBS v5.7** Baud Bandit bulletin Board System Ftures include up to 99 file libraries, interface to extra devices
❑ ^+ **V821 SNOOPDOS v1.5** Monitors AmigaDos calls & allows you to see what library, devices, fonts are required.
❑ ^* **V822 BACKUP v3.77** A hard drive backup program that features, multi-drive support, full backup, compression.
❑ ^+ **V823 POWERPLAYER v3.4** Very powerful, user friendly module player. It can handle nearly all module formats
❑ ^+ **V826 AHDM v3.4** Hard Drive Menu. When placed in your startup-sequence, offers a 16 page menu
❑ ^+ **V827 REPAIR-IT 2: NewZap v3.3,** A multi sector file editing system. **FIXDISK v1.2,** Recover's as much as possible from a delective disk **DISKSALVE v1.42,** Creates a new file system structure on another device, with as much data salvaged from the original device.
❑ ^+ **V841 MODULA-2** Contains modula-2 language on the Amiga.
❑ ^+ **V842 SID v2.01** Sid can be used for various operations, The best is the file copier on the Amiga.
❑ ^+ **V844 DELITRACKER v1.3** Powerful & system friendly music player. Will play over 40 difference types of modules.
❑ ^+ **V845 Q.M.J v5.31** Generate julia sets & complex Quaternion Julia slices.
❑ ^+ **V846 SCOPIOUS MAPPER** An excellent Dungeon mapping program
❑ ^+ **V847 MONEY MANAGEMENT v1.01** Home accounts which allows you to keep track of upto 12 accounts
❑ ^+ **V848 SLIDESHOW GENERATOR v3.1** Creates slideshows of pictures in various formats for the amiga.
❑ ^+ **V850 FRAC v1.1** is a graphical Role playing game creator.
❑ ^+ **V856 PICTURE TOOLS** Converts Pictures to other formats and styles.
❑ ^+ **V857 POSTSCRIPTERS** Down loads Postscript Fonts for printing on standard Dot matrix printers.
❑ ^+ **V858 MUSIC MAKERS** A selection of programs to produce your own music productions. Make your own music.
❑ ^+ **V859 AUDIO TOOLS (2)** Sound and Audio production utilities.
❑ ^+ **V861 3d DESIGNER** Graphic production utilities including CLight, DKBTrace
❑ ^+ **V865 IMAGE PROCESSORS** Contains Tools to perform a wide variety of Image Techniques (IFF)
❑ ^+ **V866 MANDEL EXPLORER (2)** This is the best collection of Fractal Generating software on the Amiga.
❑ ^+ **V869 ANIMATION ASST (2)** Will solve many of your animation problems. Includes ABridge, Players, DA, AnimTools
❑ ^+ **V871 3d HELPER** Are you starting out with 3d graphics. This is what you need
❑ ^+ **V872 ICON TOOL KIT** Just about every tool you could imagine
❑ ^+ **V873 UGFC v1.1** Will help you translate between Graphic formats
❑ ^+ **V875 SPACE** Help you study, identify the Stars & celestial objects.
❑ ^+ **V876 SYSTEM TEST v4.1** Checks & reports on your computer
❑ ^+ **V882 MAGNUM v1.4** Another excellent Disk Magazine Creator.
❑ ^+ **V888 TRONI CAD v1.0** The best CAD program for your Amiga. With various power functions.
❑ ^* **V896 TOOLMANAGER v2.0** Includes the ability to add menus to your Tools menu, add WB icons or Windows.
❑ ^+ **V899 ABACKUP v2.4** A Powerful backup utility that may be used for Hard Drive backup & File Archiving. **SysInfo**
❑ ^* **V900 BOOTJOB v1.0** Include functions to store, install, view or execute any bootblock. Can save BB as executable
❑ ^* **V901 FIM v2.2** IntroMaker to create you own Intros. IFF imports
❑ ^+ **V921 COMPUGRAPHIC FONTS** Will work with DPaint v4.1, ProPage3, Pagestream, Page setter & Work bench v2.04+. About 30 Fonts **(3)**
❑ ^+ **V924 PLOT MAP v0.85** An extra disk for use with Draw Map v4.0+ Will allow use of the program with 512K RAM
❑ ^+ **V925 SLAUGHTER CHEATS** Selection of WB Hacks & Cheats
❑ ^+ **V928 THE LITTLE OFFICE** One of the best disks at the present time. Has a Word Processor and others
❑ ^+ **V936 LETTERS & BOILERPLATE** Letters for you to use as your own or cut & pause into a Word Processor
❑ ^+ **V942 SCREEN BLANKERS** A disk packed with screen blankers. Includes the Twilight Zone blanker along with 10 others
❑ ^+ **V943 LYAPUNOVIA v1.5** Mind-boggingly colourful program that makes pictures from a mathematical formula. Now with AGA support
❑ ^+ **V945 PROPAGE 3 ENHANCER** Over 40 Genies for use with ProPage 3.0, including useful ones like Make Pie Chart. Also structured clipart for unique borders!
❑ ^* **V946 SYSTEM OPTIMIZER** KCommodity gives you memory meters. REorg will optimize hard / floppy disks for big speed increase. HDMem virtual memory. 2 Meg of HD space for 2Mb
❑ ^+ **V947 GNUPLOT** Is a command driven interactive function plotter. Creates stunning plot/graphs of mathematical functions. Requires a hard disk drive

❑ ^+ **V948 INTUITION BASED BENCHMARKS v5.5** A great package with all the popular BMs like Sieve, Dhrystone, Savage, IMath & Matrix.
❑ ^+ **V949 TESTS** Contains all of the classic speed tests and system checks we could find. Includes CPU Speed, A full featured system diagnostic tool & more.
❑ ^+ **V950 GAME CONSTRUCTION** ADL is a programming language and run-time environment designed for the convenient writing of adventure games.
❑ ^+ **V951 PROTECTION** is a collection of utilities aimed to protect your data and protect autobooting HDs & Document File. Lock your data files with a password
❑ ^+ **V952 x-BENCH v1.0 (2)** Complete solution to the replacement Workbench. Contains LastHope, View, Virus Checker, Power packer & DCopy2
❑ ^+ **V957 TACKS v1.2** Help you create self-booting animation disks.
❑ ^+ **V958 CLUB LEAGUE** is a utility that will allows you to edit and keep track of your divisons/leaggue stats.
❑ ^+ **V959 AMIGA_E v2.1b** Specific compiler. E is a powerful and flexible procedural programming language
❑ ^* **V962 SUPER KILLERS v3.0 (2)** The latest Virus Killers like BootX v5.23a, which can save any bootblock and install it on another disk as well as check for viruses. VC v6.2 and VirusZ
❑ ^* **V976 WB v2.04 UTILITIES 6** Next collection of WB v2.04+ utilities.
❑ ^+ **V977 FILE & HD No 5-6** Next Excellent collect of HD utilities. **(2)**
❑ ^+ **V979 NCOMM v3.0** Is a communications program based on Comm v1.34 with lots of very nice enhancements
❑ ^* **V980 KICK v1.3** Will down grade A500+, A600, A1200 users machines to run software that would NOT normaly work. Turns them into a Workbench 1.3.
❑ ^+ **V983 MEGA CHEATS v3.0c** Now contains over 500 cheats.
❑ ^+ **V984 PROTRACKER v3.0a** The latest updated version from Norway, Various bugs fixed and 70 new features
❑ ^+ **V988 ZIPBENCH v4.0** Another Workbench replacemant but contains excellent utilities like, powerpacker v2.2a, powerplayer, SysInfo, VirusX, Archiver, b-Base, BootIntro, Degrader, Fist Aid Box **(2)**
❑ ^+ **V994 THE MONEY PROGRAM v1.5** Features include upto a maxium of 60 accounts, upto 50 direct paymenys.
❑ ^+ **V1000 GRAPHPRO v1.0** Written with Amos pro by David Jordan. Basically takes a set of data, plots them on a graph.
❑ ^+ **V1001 VMORPH v2.21** Will allow you to create smooth morphs/warps between two different images over a period of frames to create an animation.
❑ ^+ **V1002 RAMOS PRO** If you have Amos Pro then this disk will make your programs Boot without the program disk
❑ ^* **V1003 NICKPREFS** Is an enhancement to WB 2/3 which adds 3 new preferences WBPicture, BuzyPionter & Floppy.
❑ ^^ **V1005 WORKBENCH 3.0 UTLS** Contains the fist batch of A1200 and A4000/030/040 Utility programs
❑ ^+ **V1009 TURBO TEXT v1.1** Excellent Word Processor. Very impressiveversion
❑ ^+ **V1013 POOLS PREDICTION** Need another helping hand with the Pools then this is it
❑ ^+ **V1016 OCTAMED v2.0** Music editor which was designed for making music for programs. **(FULL & NEW VERSION)**
❑ ^* **V1017 POST v1.86** An excellent Postscript interpreter for the Amiga which implements the full Adobe language **(3)**
❑ ^^ **V1021 WB 3 SCREENS** Enhance your Workbench disks backgrounds with theses nice full coloured pictures
❑ ^+ **V1022 LITTLE TRAVELLER v1.1** Shows a world map & you can select any country for travel information, Zooms up another close up map with more detail.
❑ ^+ **V1023 QUIZ** Contains Questions & Answers with the option to add
❑ ^^ **V1024 MANDELSQUARE v1.6** Generate enhanced AGA Mandelbrot set images, requires numerical coprocessor. You can create 256 colour coloured pics
❑ ^* **V1025 TERM v3.1** Comm prgroam, Xpr transfer, filetype ident after download, cut & paste, point-and-click, auto upload/ download, VT102/VT220, Ansi emulation, powerfull phone book & AGA support **(3)**
❑ ^* **V1034 ADM v1.01** Flexible address database with loads of great features.
❑ ^+ **V1035 FES BASIC** Just in time for all the new machines which do not have Basic with thier machines any more.
❑ ^^ **V1037 (AGA) A1200 WB HACKS** An excellent collection of Utilities & Hacks
❑ ^+ **V1038 AMOS PRO UPDATER v1.11** 1st Update to the Amos Professional
❑ ^^ **V1039 (AGA) WB3.0 INSTALL** If you need to install your A1200 HD then you need this. Also see V1075
❑ ^+ **V1040 bBASEIII v1.3** An easy to use, versalite, yet full featured database. Greatly enhanced successor to bBASE II.
❑ ^+ **V1041 DIGITAIL BREADBOARD** Full featured digitail circuit simulator
❑ ^* **V1043 SUPER DARK v1.5** A screen blanker like After dark from the MAC theres about 30 blankers.
❑ ^+ **V1044 FANCY PRINTING DISK** Contains Banner, Graph Paper v1.2 and Disk Print v3.59
❑ ^+ **V1045 uDRAW v1.0** Provides a mechanism for the rabid drawing of schematic diagrams. Bitmap oriented
❑ ^+ **V1046 THE XI RAVE SAMPLES** Grarett Watt's IFF 808 State samples

❑ ^+ **V1048 HAM-8 VISTAS (2)** Collection of Ham-8 Vista drawings
❑ ^+ **V1051 EASY CALC v1.0** A spread sheet designed to be both easy to use and fast. Built in excellent help system.
❑ ^+ **V1054 ADVANCED UTLS 2** Compress Disk doubles the capacity of your D on the fly with compressions Also DiskOptimizer, SCSI Mount and more.
❑ ^* **V1055 PARBENCH** All the software you need to hookup 2 Amiga's or CDTV's.
❑ ^+ **V1056 DEVELOPER** Contains the official Commodore developers Kit for the Amiga Guide & install utilities.
❑ ^+ **V1057 EDPLAYER** Music MOD player that looks, acts & plays like a CD
❑ ^+ **V1058 3D GRAPHICS** Several 3d moddeling/ray tracing programs
❑ ^+ **V1059 GRAPHICS** Create stunning graphical images. MPath creates swirling galaxy images. Roses, Rayshade
❑ ^+ **V1060 CIRCUIT BOARD DESIGN** Includes mCAD v1.26 and several terrific routines for the electronic enthusiast.
❑ ^+ **V1061 DISK UTLS** Several highly recommended programs for performing file hard drive backup, file recovery, disk track recovery, and forced disk validatuion
❑ ^+ **V1062 DESKTOP PUB** Transfers Macintosh screen fonts .AFM metric files to Amiga fonts/PPage .metric files.
❑ ^+ **V1063 RIPPERS, STRIPPERS & BEATS** For the music enthusiast, designed to strip music from your favorite games
❑ ^+ **V1067 3D OBJECTS 3** About 20 objects in Sculpt / Turbosilver format
❑ ^+ **V1069 PRINTER DRIVERS 5** Deskjet 550c, 500, 500c, Ricoh HP1200, Canon BJ300, 130, LPB, 10e, PJ1080a HP Paintjet.
❑ ^^ **V1070 (AGA) UTLs 2** Contains 256 colour icon editor, Plamsa256 and QuickGrab v1.1.
❑ ^^ **V1071 (AGA) MSM v1.8** Martins system monitor for programmers
❑ ^^ **V1072 (AGA) WINBLENDER v39.28** Create excellent/stunning AGA fractals. Also contains 68030/040/FPU versions.
❑ ^+ **V1073 FT-X ACCOUNTS v2.01** Was written as there are not ready any other good account packages.
❑ ^^ **V1074 (AGA) UTLs 3** Collection of AGA Based utilities. Includes Kill AGA Which allows you to run old badly written programs incluing demos & some games
❑ ^* **V1077 GENEALOGIST v3.04** Is a specialized database for keeping track of genealogical information. Full featured & a wide selection of features to use.
❑ ^+ **V1078 PC TASK v2.02** Software IBM-PC emulator. It allows you to run the majority of PC software with no additional hardware. Now supports VGA, EGA, CGA and MDA. This is a demostration version.
❑ ^+ **V1079 KEYBOARD TRAINER v1.1** Best Public Domain Typing Tutor An excellent New program / Amiga
❑ ^+ **V1081 REPAIR-IT 3** Contains a selection of Disk, Hard Drive repairing and file saving utilities for the Amiga.
❑ ^+ **V1083 CROSS v5.1** is a program that creates crossword puzzles for you
❑ ^+ **V1084 SPECTRUM EMULATOR v1.6 (2)** This is the best & latest version of the most popular emulator for the Amiga. There is an 020/030 versions now on the disk which enhance the games on disk.
❑ ^+ **V1087 STOCK ANALYST** is a technical analysis and securities tracking program which calculates when to buy and sell shares.
❑ ^* **V1088 WB 2.0+ UTLS** Contains ChkFrag, DFC5, FastDos, Formatter, No-Click, UnDelete, KeyMac, MegaWB, MR, 1 Plane, OpenL, ResumeMaker & StarBlank.
❑ ^+ **V1089 STATRAM** Recoverable RAM based on VD0 but 5 times faster.
❑ ^^ **V1090 ANDYS (AGA) UTLs** Another selection of utilities for A1200 owners also encludes FakeMem, KillAGA, AGATest, Degrader and much more.
❑ ^+ **V1091 ASTRONOMY v2.0** A menu driven astronomy program that calculatoes information about the Sun,Moon, Planets and Constellations. Help Disk.
❑ ^+ **V1092 HEROQUEST AID** Will aid solo AD&D players who do not have a Dungeon master at the present time. It takes over the DMs role. Good or what.
❑ ^* **V1095 DEGRADERS** If you have trouble running software on an A1200 or A4000/030/040 give this disk a try it will emulate the basic 1.3 rom better that any other software on the Amiga at present.
❑ ^+ **V1096 MING SHU CHINESE ASTROLOGY** Will create a horoscope in seconds not hours, the complete aid.
❑ ^+ **V1097 TITANIC CHEATS v1.40** Contains 950k of raw data which is just a whisker under 600 games.Well presented
❑ ^+ **V1101 RJ UTLs** This disk contains helpful image processing and painting programs. Like Perfect Paint v1.34, Image Workshop v1.3, an IFF Manipulator.
❑ ! * **V11102 DT UTLs** Contains Border for WB v2.04+ machines, MakeKickFile, SKick v3.34, is a replacement for kick-it, Z Kick and LKick kickers. It will softkick any other version of kickstart into ram.
❑ ^+ **V1103 TEK-ATAK MODULES** An excellent helping of wonderful music for your own productions or to listem to.
❑ ^* **V1104 COLOURED ICONS** Transfer your disks into colouful well presented works of art with this database.
❑ ^+ **V1105 VIEW TOOLS** Contains Convert, ViewTree, a Famlit tree easy to use database progra. ViewPhone, an British telephone storage database. ViewDisk, is a small disk catalogue utility.
❑ ^+ **V1106 MAJOR LEAGUE** Is a program which allows you to keep track of your favorite teams results. DataIndex v2.4
❑ ^+ **V1107 BLITZ BASIC2** Comprises of a fully integrated editor/compiler enviroment for the serious Amiga programmer
❑ ^+ **V1109 STAR VIEW** Is designed to show graphicallythe positions of the stars and planets from any point on Earth.
❑ ^+ **V1110 FORCASTER v2.01b** Is a Horse Racing prediction program which uses statistical analysis of Major factors.

AMIGA GAMES

❑ ! - **1073 TETRIS ORIGINAL** This is the closest game to the original tetris
❑ ^+ **1420 DTRIS** If you want a1 or 2 player Tetris this has to be 1 of them.
❑ ! - **1747 LLAMATRON GAME 2001** By Jeff Minter & an excellent production.
❑ ^+ **1749 SCRAMBLE** The Original' Remember that old classic gam ufise
❑ ^+ **1977 POM POM GUNNER** Shoot down world war II air planes in this Operation Wolf
❑ ! - **2018 JETMAN** Spectrum classic converted to the amiga, with all the original sounds.
❑ ^+ **2022 SEA LANCE** The first Silent Service type sub war game on PD
❑ ^+ **2054 ATIC ATAC** A rendition of the game from the original Spectrum
❑ ^+ **2162 BATTLE OF BRITIAN WAR** GAME 2 Strategy war games.
❑ ^+ **2164 DUNGEON ON NADROJ** This is the best D&D adventure type game. Load Wb
❑ ^+ **2220 STRATEGIC GAMES** Eternal Rome, Lords of Hosts, In Moonshine
❑ ^+ **2221 MIND GAMES 21** of the best games to challenge your mind
❑ ^+ **2272 BLACK JACK LAB** Play all the popular versions of Pontoon
❑ ^+ **2278 CARD SHARP** A professionally presented selection of solitaire games.
❑ ^+ **2280 DIPLOMACY** Classic strategy game loosely based on World War 1. 2Mb
❑ ^+ **2313 REVENGE OF THE MUTANT CAMELS** The ride of a life time with camels
❑ ^+ **2396 PETERS QUEST** is truly an excellent platform game for all ages.
❑ ^+ **2411 TOTAL WAR** Strategy world conquest type game. 1 or more players
❑ ^+ **2432 GOLDEN OLDIES** Galaga, Galaxian, Space invaders, Asteriods, Batty & Missle Command.
❑ ^+ **2436 DRAGON TILES** Mahjong is a ancient chinese game with coloured tiles
❑ ^+> **2447 COINDROP** Fruit Machine simulator with various gamble modes.
❑ ! - **2448 CRAZY SUE** Another first rate cute school girl platform game.
❑ ! -> **2450 SMASH TV** Simular to the arcade machine. Graphics & sound
❑ ^+> **2480 FRUIT MACHINE 2** As near as poss to the Arcade machines
❑ ^+ **2483 INTRUDER** is a Multi level Berserk clone with smooth graphics.
❑ ^+ **2484 CATACOMB v1.7** Graphical Adv set on a small island in the land of EXOUSIA
❑ ^+ **2485 IRON CLADS** Updated Strategic War Game which is heavy on your mind **(2)**
❑ ^+ **2491 LEGEND OF LOTHIAN v1.02** An excellent adventure game in the vein of Ultima
❑ ^+ **2498 AMOS CRICKET** Is an excellent arcade cricket simulator with nice graphics.
❑ ^+ **2534 BATTLE CARS II** Get behind the wheel of a heavily armed car as you race round courses 2 players with the computer link
❑ ^+ **2535 SUPER PACK MAN 92** The best PackMan to date with supersmooth scrolling
❑ ^+ **2614 TETREN** is a 1 or 2 player Tetris game. The 2 player game is Head 2 Head.
❑ ^+ **2615 WAR** Strategy war game in which you control a fleet of space craft.
❑ ^+ **2617 GOLDEN OLDIES 2:** Croak, is a 1 or 2 player Frogger. BiPlanes is 1 of the most additive games we have played here. Trail-Blazer, as the C64 Classic. Scamble Shootemup
❑ ^+ **2620 DR MARIO** You must move coloured pills down the screen. 3 in a row go's
❑ ^+ **2621 ETERNAL ROME** Start the Roman Empire from 32BC. Build fleets, armies & attack
❑ ^+ **2622 DONKEY KONG** Original platform game in which you must rescue the girl.
❑ ! + **2674 INTERPID** In the Artic ice you control a tank on a mission to rescue hostages
❑ ^+ **2676 MORIA v5.4** Loads of new features, better graphics, larger dungeons, screen updates, overview of dungon's map
❑ ^+ **2710 CLASH OF THE EMPIRES (2) v2.1** Strategical War game By T.A.Sear
❑ ^+ **2712 ACT OF WAR** Simular to Laser Squad. You control a team of special troops.
❑ ^+ **2715 TANK ATTACK** This is a 1-4 player version of the Classic Cartridge game Combat.
❑ ^+ **2716 RESCUE** Spaceship game simular to Scrample. Excellent graphics
❑ ! - **2721 E-TYPE II** An Asteriods adventure where you jet around collecting weapons
❑ ^+ **2724 NEIGHBOURS** This is the best graphical adventure game to date **(2)**
❑ ! -> **2732 CYBERNETIX** Defender, Star Gate style game with super fast scrolling.
❑ ! + **2738 AIR TRAFFIC CONTROL** Try to guide upto 100 planes into the AirPort
❑ ^+ **2775 ROULETE ROYAL** Why not do some gamble with chips at the casio
❑ ! + **2802 CARD-O-RAMA** Sea heven, Crib Klondike, Black-jack, Spades, Street
❑ ! + **2803 PUZZLES** Gold, Dumbbell, Flying, CobraBunny,Get My Goat,Wordhai, Rmyca, Rabbi
❑ ^ + **2814 BULL RUN v1.3** This is one of the classic strategy games for the Amiga.
❑ ^ + **2825 ALL ROUNDER** A Cricket simulation with great graphics & play
❑ ^+ **2842 CRAZY SUE II** Sequal to the all time best selling PD platform game.
❑ ^+ **2854 SPACE INVAIDERS II** A revised old classic Space Invaders game.
❑ ^+ **2863 FIGHTING WARRIORS** A karate combat fighting contest game.
❑ ^+ **2876 ESCAPADE** Break bricks in a wall by hitting a ball with bat. Break Out"
❑ ^+ **2932 NUMERIX** Enjoy puzzles / Tetris then this is a must. You have a scrabble board & you must place tetris blocks to get points.
❑ ^+ **2941 EXTREME VIOLENCE** Scrolls around much bigger than Smash TV
❑ ! - **2949 OBLIVION** Is the closest I have seen to the original defender arcade game.
❑ ^+ **2987 BOMB JACKY** A conversion as the original Bomb Jack, it's as the best yet
❑ ^+ **2988 BALDERS GROVE** its here Boulder dash with a selection of levels that work fully
❑ ^+ **2991 VEKTOR** Tron Light cycles game with excellent graphics, sound
❑ ^^ **3023 UCHESS (AGA)** Do you love chess then try this. 4Mb & WB 3.0
❑ ^+ **3037 SSW** Is a game for 2 based on Space Wars but with many extra features.
❑ ^+ **3038 TANK HUNTER** A 2 player Tank Attack game with various levels.
❑ ^+ **3039 ASTEROIDS II v0.85** This is the best version of Asteroids I have ever seen. If you like Asterods games then this is for you
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❑ ^+ **3162 SON OF BLAGGER** This is a classic (64/Spectrum) platform conversion Can you remember how active it is to play
❑ ^+ **3214 UNIV CONQ** A strategy game where two human players battle for control of the universe. Status information is continually updated to allow the player to concentrate on strategy. Includes digitized pictures and sound.
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IBM PC PD AND SHAREWARE

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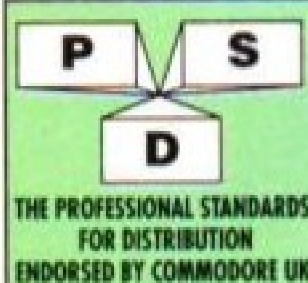
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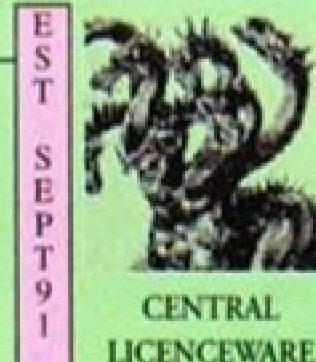


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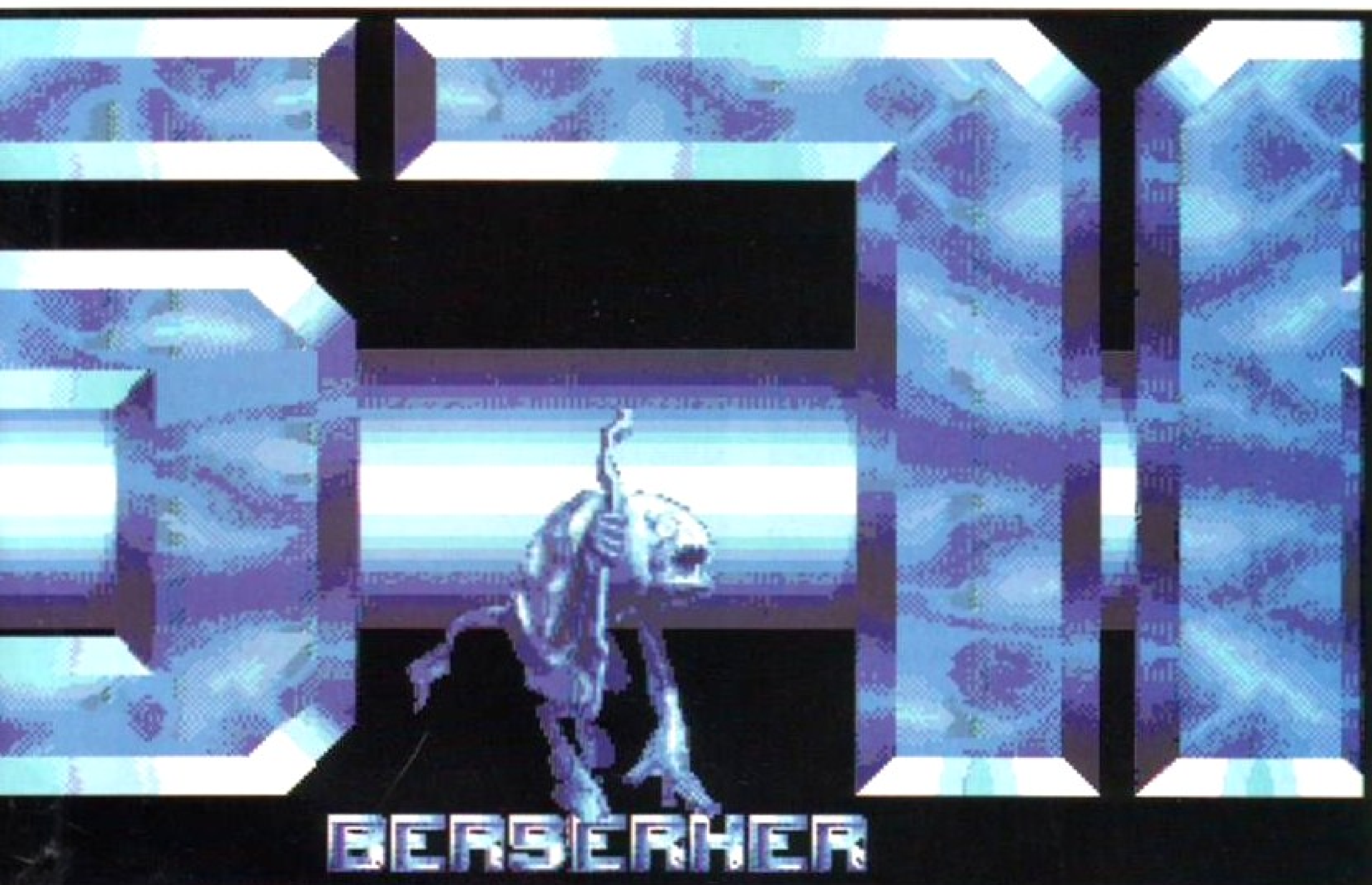
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PD Demo Zone

On no other pages of this opulent journal could we cover such diverse topics as the Ford Capri, the new Star Trek series, Cindy Crawford and Claudia Schiffer. And lucky old Andy Nuttall gets to write about them...



"And welcome to the Alien workout, this week with a big horrible thingy from Mars. She'll be showing you just how to reach your ears with your foot while keeping your leg outstretched. Oh look, she's doing it now, in fact.

HYDRA MEGADEMO — DEMO

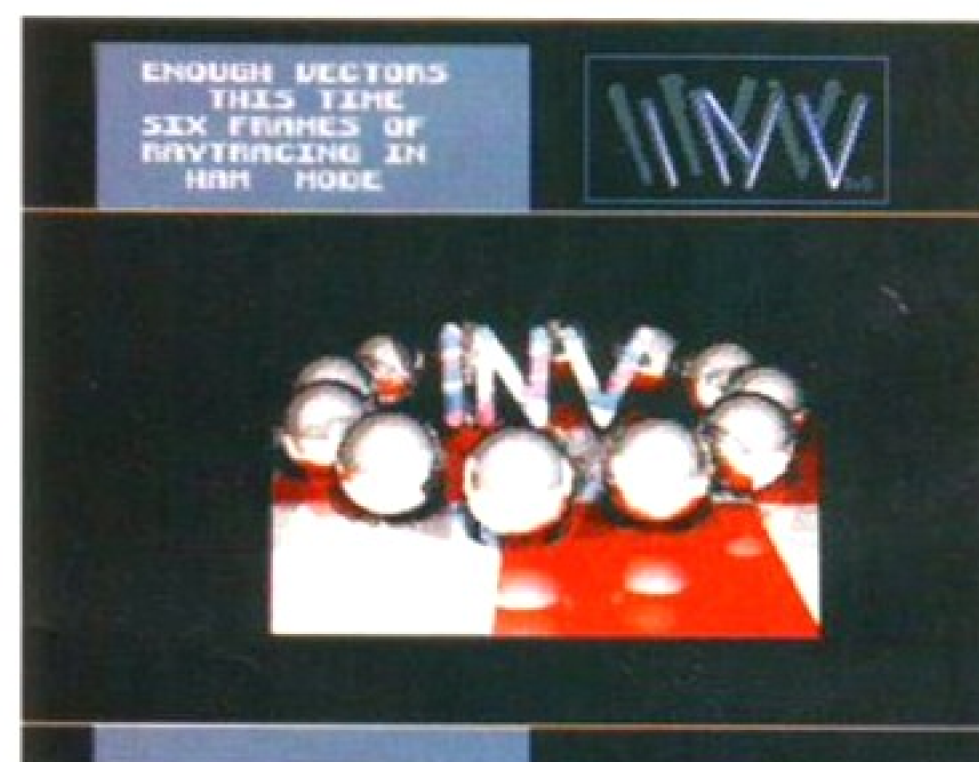
PD SOFT DISK 3074

Megademos can be such a hit-and-miss sort of affair, but this is a competent enough demo from a group called Investation. Anyway, invest in this demo and all you get are loads of Glenz vectors, a short HAM mode ray-trace, some more vectors, a few coder contacts and then – guess what? – yes, some more vectors. Not exactly terrible, and with some decent accompanying music. Get it if you've a penchant for vectors.

CAPRI SLIDESHOW — SLIDE

PD SOFT, DISK 3109

Have you ever been driving along in a civilised manner in your motor, only to be cut up by some yobbo in a Ford XR3i? Well, long before the days of the 'XR3', said heathen would be driving a Ford Capri. No doubt these now middle-aged Capri drivers will be ecstatic at the release by The Capri Club International of an entire slideshow based on the Ford Capri and its history. We're not just talking photographs here, either, this is the real McCoy - hi-res diagrams describing the intricate styling details, backed up with informative text regarding the model that is pictured. Obviously written by people who know their stuff, *Capri Slideshow* must not be missed if you have fond memories of one of these infamous coupés, and want to be taken back to those halcyon days of black vinyl roofs and go-faster stripes.



You might say that rotating shiny balls have been around since the dawn of time, but not me. Oh no, I can't get enough of 'em, personally.



Recognise this car? Remember the sleek and distinctive lines that were the Ford Capri? You know what that means then, don't you? You're old.

HEADING FOR HOME — DEMO

PD SOFT, DISKS 3069-3072

Fancy a quality ray-traced animation? You won't find a better quality anim than *Heading For Home*, I can tell you. HAM mode is used to its full, but even though it's 3Mb in size, it's only a few seconds long. A small spaceship circles a planet, then swings out towards the camera, where it docks with an orbiting spacestation – and that's it!

Still, for technical excellence this ranks right up there with the best from Tobias Richter and Craig Collins – and it isn't as dark as most of those guys' work, so it's much more defined and colourful. Brief but brilliant.



Heading For Home, though very short, is a great example of a ray-traced animation. Here a spaceship floats towards the dock of a space station...



...but then it's spotted leaving the space station at a rapid rate. Again the space ram-raider has struck with alarming precision. Well, you make up a better story!

DEEP SPACE NINE

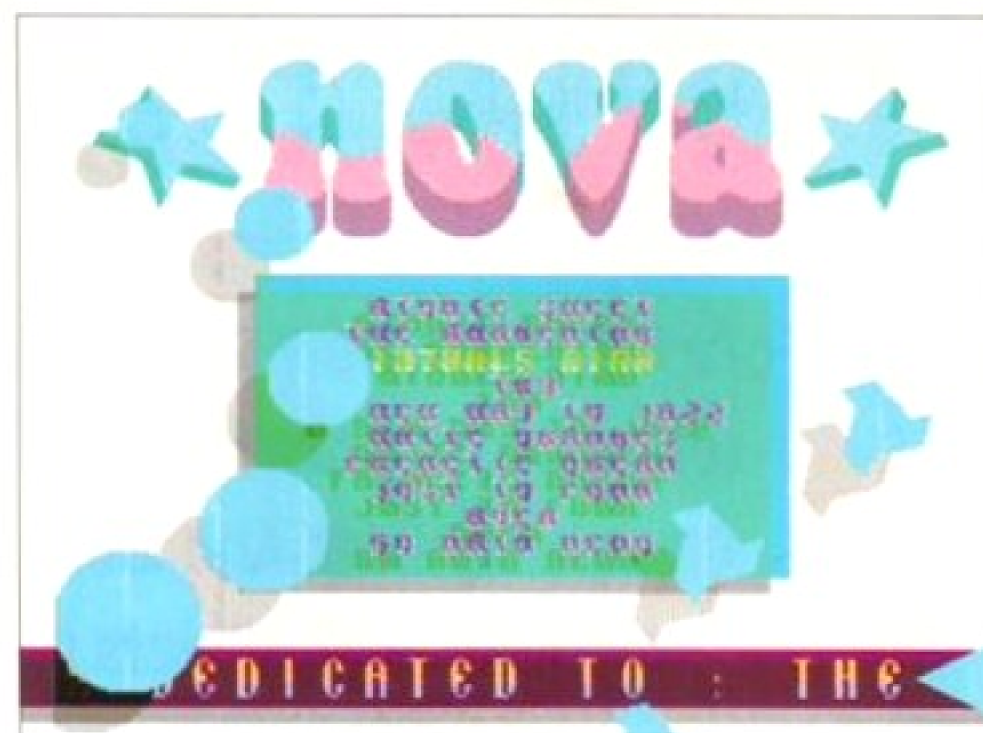
SLIDE

PD SOFT, DISK 3108

Trekkies everywhere will recognise the name *Deep Space Nine* as the new off-shoot of *Star Trek: The Next Generation*. This slideshow is several stills digitised from video, and loaded up one by one from disk. *Trek* fans will adore it, because it features the characters you know and love, but the digitising is pretty awful. Digitised in HAM mode, some pictures are fine, but most are extremely blurred, sometimes to the point of not being able to recognise the images.



This one is purely for the Trekkies among us.



If you're tired of the assault on the eyes and the attack on the ears that many demos offer, then you'll appreciate Nova's pastelly, mellowy phase.

DARKNESS

DEMO

PD SOFT DISK 3080



Glenz vectors seem to be a real favourite on the Public Domain demo scene at the moment. The problem is, it's difficult to see exactly why.

More vectors I'm afraid, but this time they are impressive transparent Glenz vectors as well as light-sourced ones. Sadly, though, they do get boring. Fortunately, at the end of this demo there's a little animation with a few spacecraft zipping around (they look remarkably like Cobras from *Elite*), so it's worth persevering for that at least.

BODYSHOP 2

SLIDE

TELESCAN COMPUTER SERVICES BODYSHOP II A & B



Claudia Schiffer is a quality gal. 256 colour, hi-res, AGA quality to be precise.

In the Sixties Twiggy, Jean Shrimpton et al were merely 'models', but now the women on the pages of fashion glossies all round the world (and Vauxhall car adverts) have been elevated to 'supermodels', and seem to have the status in the Nineties that was reserved only for film stars in earlier decades. Which is probably one of the reasons why this slideshow of supermodels has been compiled.

The scan quality of images like Claudia Schiffer and Cindy Crawford is very high, and they are in high-res, 256 colour mode, so the disks are for AGA-based machines only. Anyone who wants to see Cindy in a swimsuit, and gets a bit embarrassed buying *SKY* magazine to do so, will no doubt enjoy these disks.

ENDLESS MELODIES

DEMO

PD SOFT DISKS 3084 & 3085



Get the funk up with the rather dodgily titled Hemoroids demo team. You see it's not all techno, techno, techno – sometimes we have funk too.

A great collection of music on two disks, by Hemoroids Amiga (apparently). What's quite unusual for the demo scene is that the music isn't all rave or techno: there's some great funk tunes, and also some well put-together mellower numbers with piano and pan-pipe type samples. There are 14 tunes spread over two disks, so it's actually great value for this little collection. As a little aside to the music there is also a simple fruit machine simulator, though you have to be able to understand French because the demo team are French. This one is recommended.

PASTEL VANILLA

SLIDE

PD SOFT DISKS 3098 & 3099

Another music collection, this time by a group called Nova who have put together two disks containing nine different tunes. The presentation is excellent with a great graphical front-end. There are some interesting tunes, but again not really dance or techno – more mellow, really, so if you fancy doin' a bitta chillin', get these, like now.

SUBMISSION 93

SLIDE

PD SOFT DISK 3100



If your idea of fun is spending a day at the photolab in Boots, then you might find this slideshow interesting, but that would also mean you're a sad individual.

Quite why anyone would want this disk is really beyond me. All that you get is a collection of digitised pictures that were taken at a party attended by members of various demo groups.

The pictures are of a fairly good quality, but what's the point? It's a bit like looking at photos of a complete stranger's friends taken at a place you don't know – in fact it's exactly that. Maybe there are some demo group groupies out there who might enjoy *Submission 93*, whereas I reckon everyone other than the individuals in the pictures are going to be bored out of their pants. Avoid.

TOP 10 GAMES & UTILITIES

Every month, we peruse the best seller lists of a prominent PD company. This month, it's the turn of:

CYNOSTIC PD

1	Pure Style	D0155	6	Aural Illusions	S0156
2	How to Skin a Cat	D0138	7	Manga (needs Fastmem)	P0056
3	Technological Death	D0150	8	Music for the Lost	S0153
4	Requiem	D0153	9	Mobile Destination Unknown	D0131
5	Gospel Karaoke	D0147	10	Cynostic Demo Collection	D0135

WHERE TO GET THE DISKS IN THIS ISSUE

CYNOSTIC PD, 85 Wyken Croft, Coventry CV2 3AD. (0203) 613817

CHOICE SOFTWARE, 144 London Road Highfields, Sheffield S2 4LT. (0742) 555894

ALPHA PD, 3 Whickham St, Easington Peterlee, Co Durham, SR8 3DJ

ANGLIA PD, Anglia House, 115 Ranleigh Road, Felixstowe, Suffolk IP11 7HU. 0394 283494

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A1200/A4000

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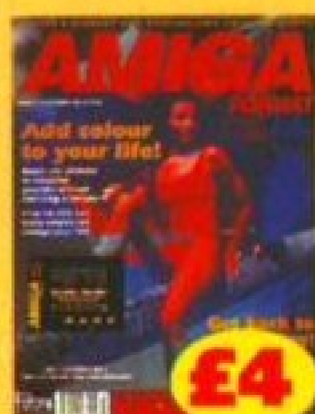
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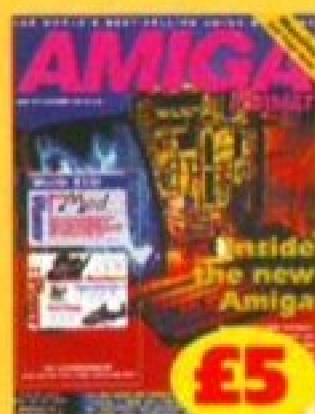
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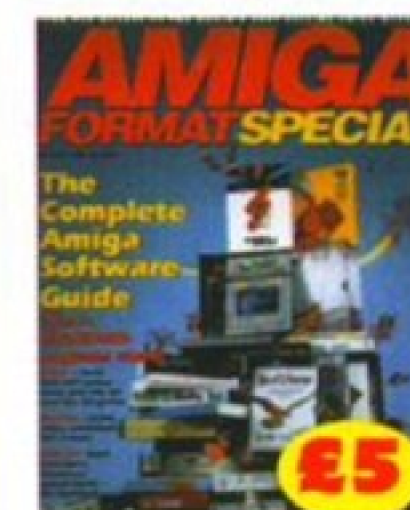
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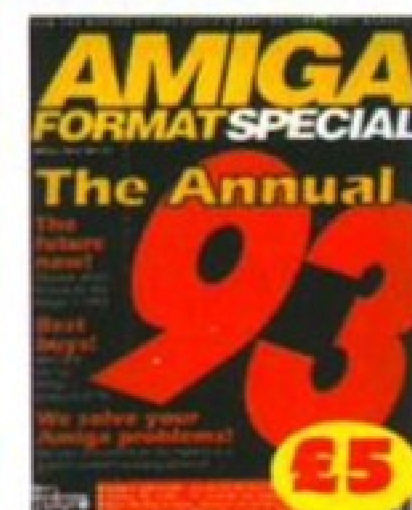
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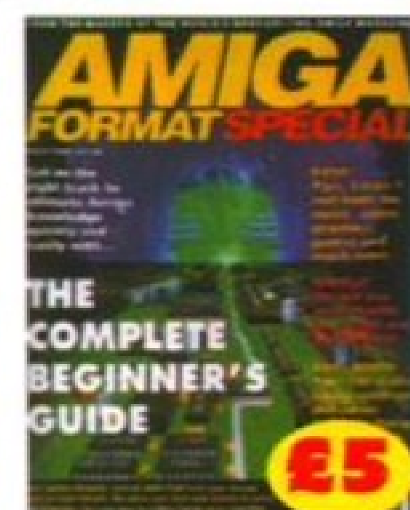
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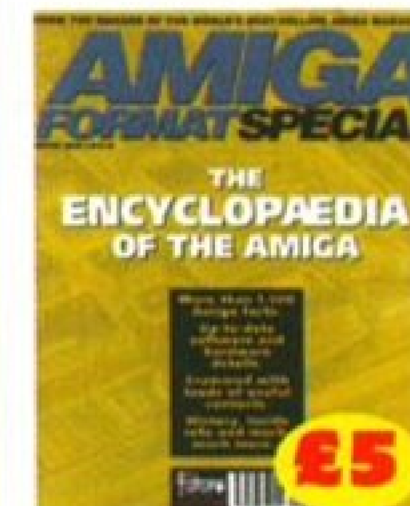
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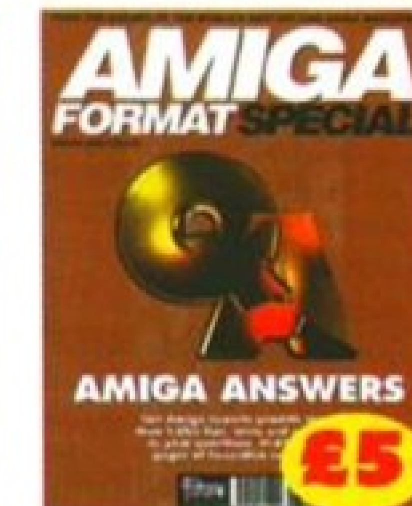
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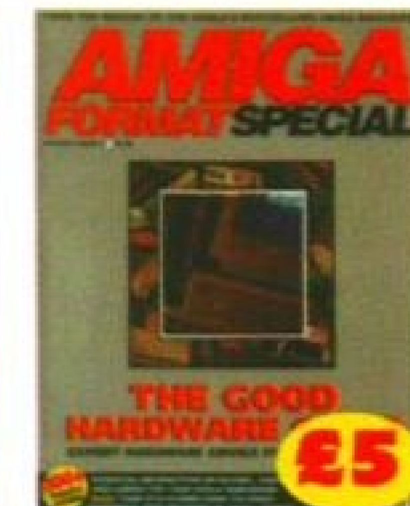
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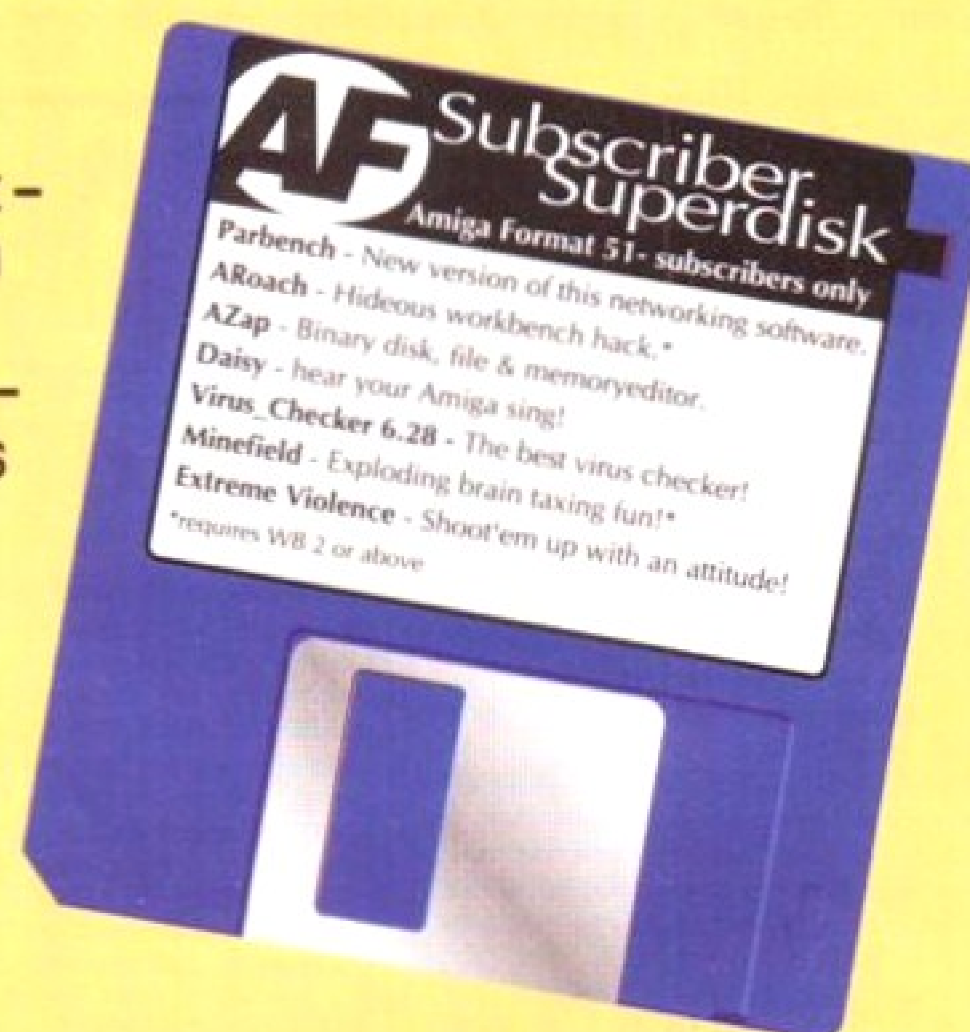


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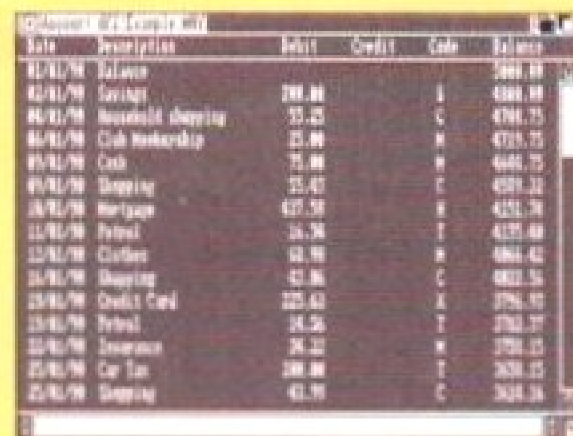
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VideoMaster	£69.95	**£64.95**	**AMF245**

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Description	RRP	Price	Order Code
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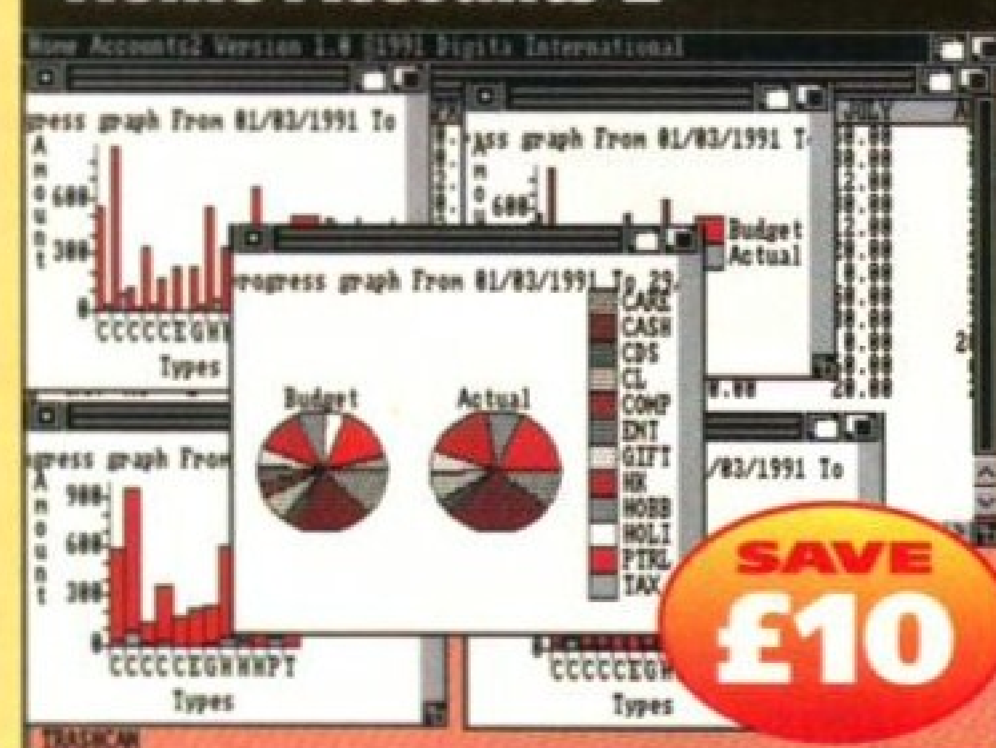
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Description	RRP	Price	Order Code
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The course of the Great War is explored in this excellent war/strategy game from Blue Byte. Based on their earlier successful game ***Battle Isle***, ***History Line*** scored an incredible 94 per cent in *AF*43.

Description	RRP	Price	Order Code
History Line	£34.99	**£29.99**	**AF251**

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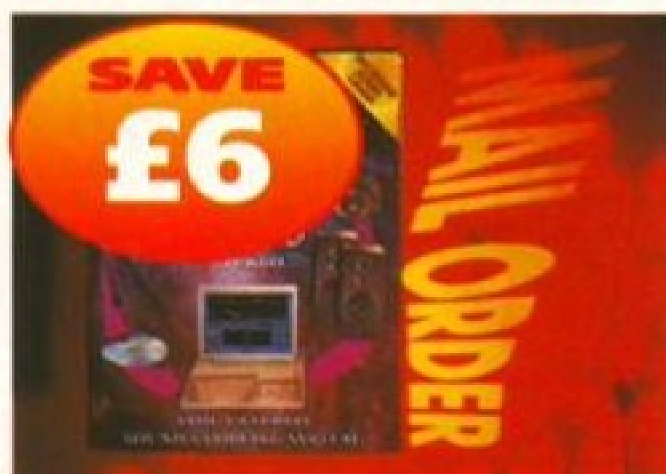
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This recently updated sampler from New Dimensions enables you to grab digitised sounds, then sequence them into simple compositions. It also contains a new cartridge, an updated manual and a set of audio leads.



Description	RRP	Price	Order Code
Technosound Turbo	**£35.95**	**£29.95**	**AF246**

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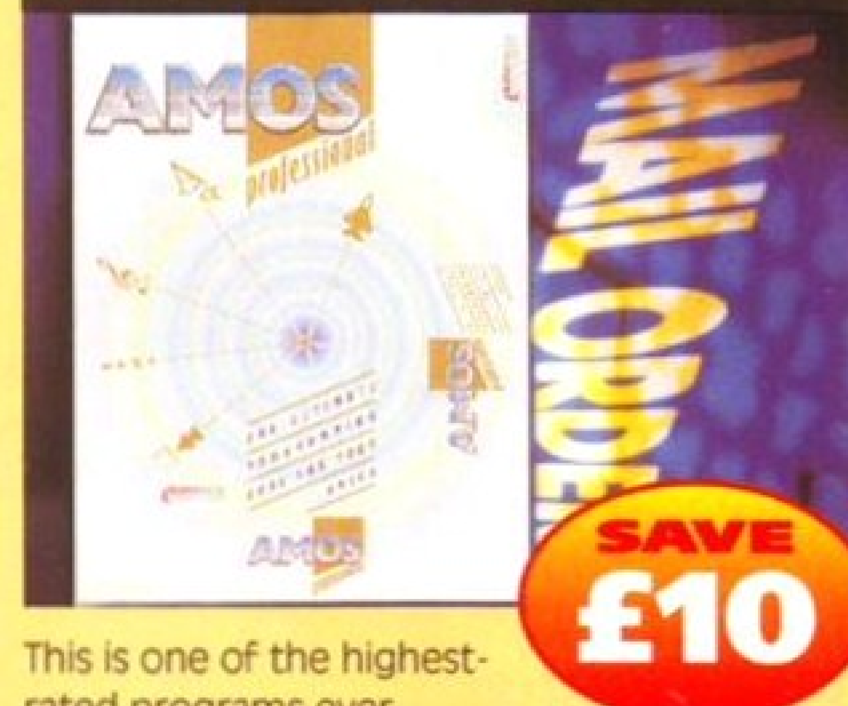
AMOS Compiler & AMOS 3D



If you want to get the most out of AMOS, why not buy the two most popular AMOS extensions in one pack? The Compiler translates your AMOS creations into stand-alone 100 per cent machine code, while AMOS 3D lets you create amazing 3D worlds!

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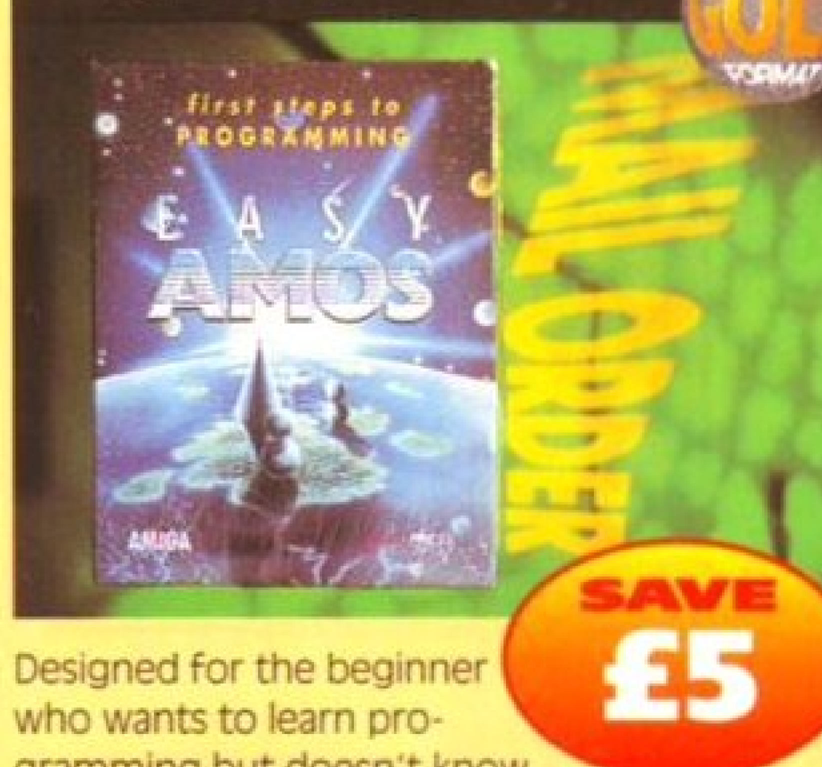
AMOS Professional



This is one of the highest-rated programs ever reviewed in ***Amiga Format***. Top of the AMOS range, it updates the famous AMOS extended basic programming language with new commands and facilities that make it a real winner! (Needs 1Mb minimum.)

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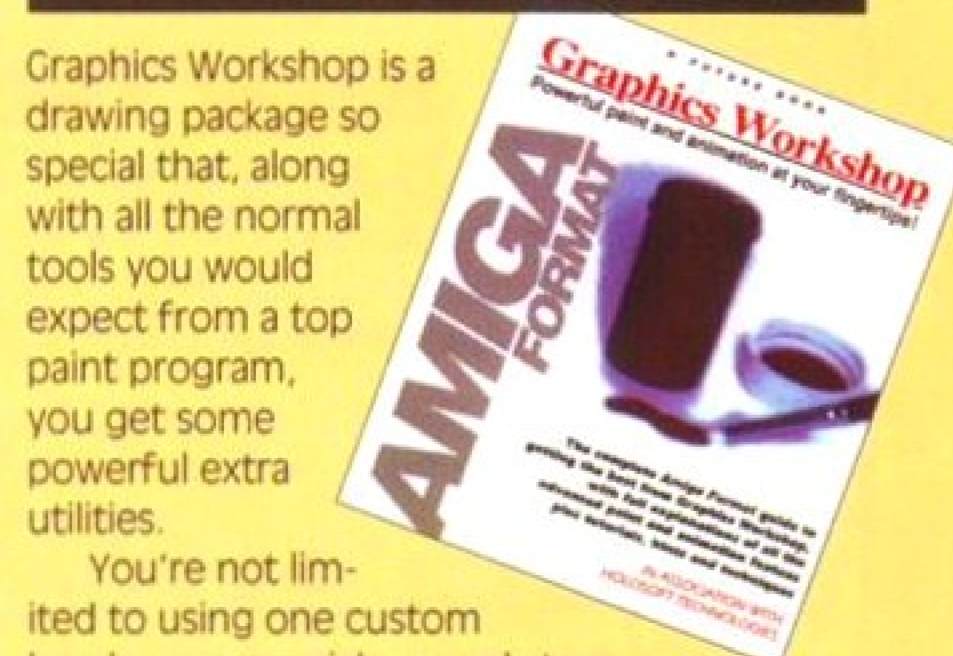
Easy AMOS



Designed for the beginner who wants to learn programming but doesn't know where to start, Easy AMOS is more than a programming language. Based on the successful AMOS, it has many helpful examples and detailed explanations to help you learn.

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Graphics Workshop Manual

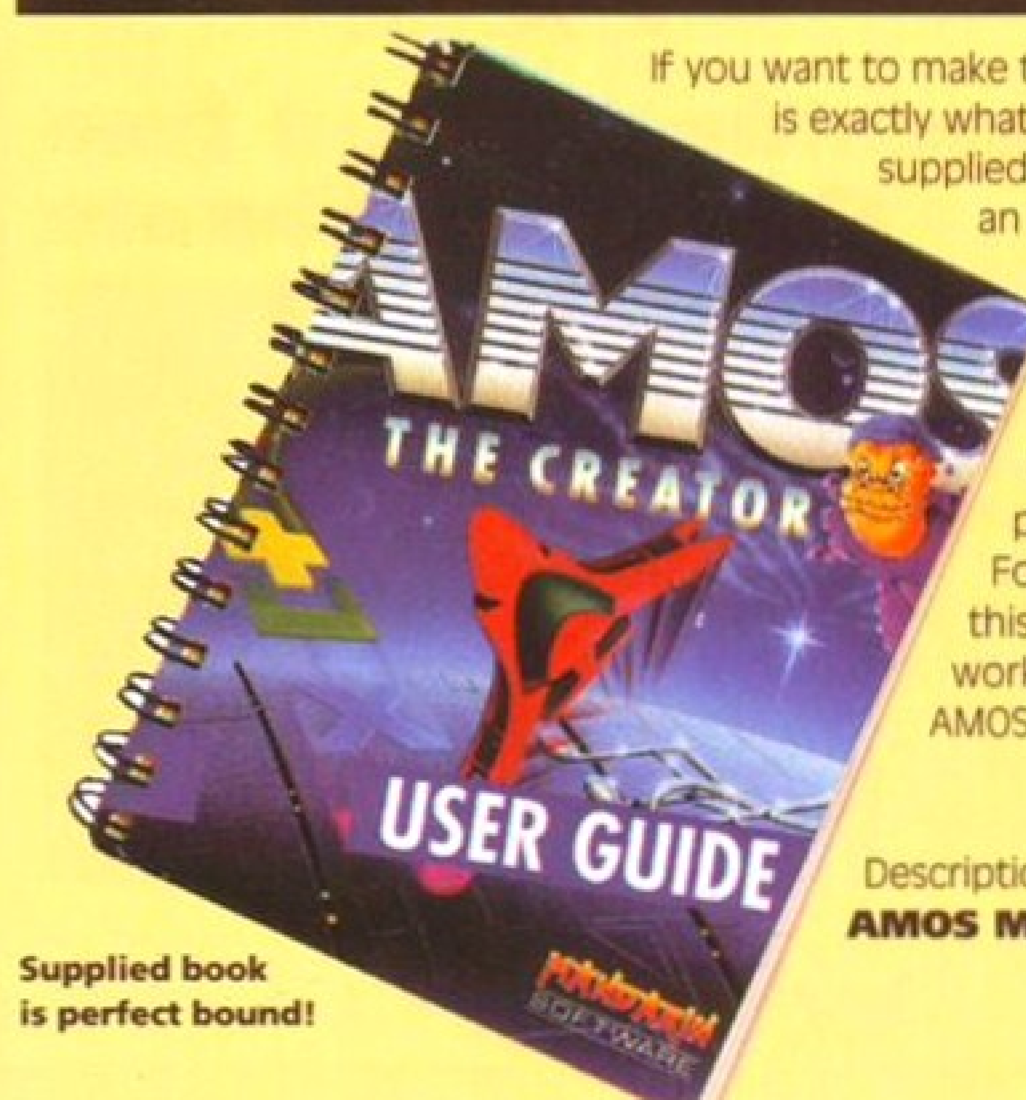


Graphics Workshop is a drawing package so special that, along with all the normal tools you would expect from a top paint program, you get some powerful extra utilities.

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Description	Price	Order Code
GWManual	**~~£13.95~~**	**AF249A**

AMOS Manual



Supplied book is perfect bound!

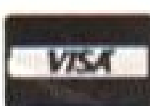
If you want to make the most out of AMOS The Creator, this is exactly what you need. It's the complete manual, as supplied with the package, and it also includes an Extras disk that contains all the example programs and extra bits and bobs that we couldn't fit on the AF Coverdisks. We'll continue to give lots of tutorials and advice, and show you techniques for creating specific kinds of programs as a regular feature in Amiga Format, so you wouldn't be stuck without this book: but as the complete reference work, you'll find The Manual will make your AMOS career far more enjoyable and creative!

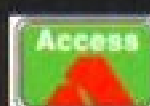
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Pat McDonald, otherwise known as Mr Amiga, takes time to answer your notes, queries and questions on all things Amiga...

*Work*BENCH

BRIGHT SCART

From: Matthew Child, Ashford

With reference to the advice you gave on SCART RGB connections in *Amiga Format* 45; it's wrong! Or at least not quite right. Notably pin 8, which as you say, forces a SCART TV into AV mode, not RGB as you stated. This means if a 12 volt signal is applied to pin 8, the TV expects a composite signal on pin 20 and completely ignores separate Red, Green and Blue signals.

To obtain RGB input selection, you have to feed 5 volts to pin 16 of the SCART socket. On some SCART TVs you can select RGB via the handset or a switch built into the unit, but the above method makes it automatic. Note that composite video still needs to go to pin 20, since that's where the TV gets its synchronisation signal.

Once this is done, you still have to select AV on the TV, unless a lead is still connected from pin 22 of the Amiga to pin 8 on the SCART socket, since this automatically selects SCART input. To recap; pin 8 instructs the TV to switch to SCART input and pin 16 tells it to select RGB input. Both must be connected for the TV to automatically display the Amiga screen when the computer is turned on.

Thanks for the correction. Why do people invent standards like SCART and then make TVs and monitors that need different versions of the same cable?



If you followed the advice on SCART RGB connections in *AF45*, read Matthew Child's amendments.

IN SEARCH OF

From: M Milestone, Peterlee

Some weeks ago I bought a Panasonic KX-P2123 colour printer. I have no complaints about the printer, but I am finding it impossible to find a driver for it. To my horror I have found it impossible to locate one of the drivers recommended in the printer's handbook. The manufacturers recommend either KXP2123, KX-P1123 or Epson LQ860. I have to this day never found a recommended driver!

In my hunt for the elusive driver I contacted Panasonic themselves. After explaining what my problem was, she told me to contact a wholesaler and gave me the telephone number. I contacted them and got an unhelpful reply. It seems that because I don't sell the things I'm some sort of low life who dared to ask for help and they "could not help because I was not trade".

So, it remains for me to use the EpsonQ driver, which is not giving me anything like the print quality that the printer can supply. Please can you put me in contact with somebody who can help? And why don't Panasonic supply a driver with the printer?

First, I understand that Panasonic have recently hired some Amiga people to do a version of *Citizen Print Manager*. When this appears – should be around October - you will see it advertised widely in the Amiga press. So keep your eyes peeled.

Second, this attitude of "you are just an end user" is still very common. Often it is easier to talk to a local computer dealer who usually knows just as much as the manufacturer and is a lot more helpful. However, Panasonic are currently in the process of doing some specific Amiga drivers.

Third, some of the Amiga printer drivers you currently own do drive the printer, albeit not at its best resolution.

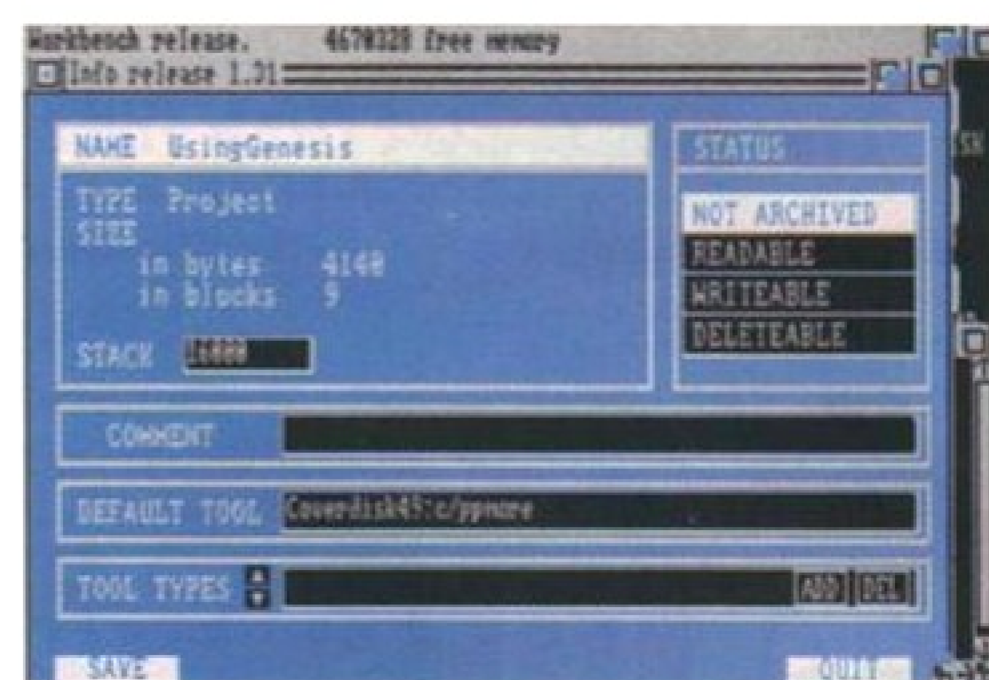
You may not have to wait for Panasonic to create the new drivers if you check out this month's coverdisk. The excellent *TurboPrint* software on this month's second Coverdisk includes a driver for the KXP-1124, which should drive your printer fine (although colour printouts may not be the best) for the moment.

TEXT DISPLAY

From: Julian Hooper, Grimsby

I have an A600. My problem is that I cannot get text files to display without using the *MORE* program. I can get IFF files to display at any time, but what about text files? I am trying to produce a disk magazine, but am having a lot of trouble. The Workbench manual does not help at all. All I get is 'Can't Open' messages.

Where you're probably going wrong is when you alter the icon's information. To do this, click on the icon you want and select 'Information' from the icons menu ('Info' from the Workbench menu on Workbench 1.3).



The Info screen in all its glory. This is where you determine what program is run when you click on the icon.

The tool type has to be altered so that it points to where your text display program is. The best way to do this is put in a full path name; that is, the disk, directory and name of the program. The reason why your A600 is displaying error messages is because it cannot find the text display program.

Incidentally, if you are using the *Vilbm* program to display IFF picture files, it's worth knowing that the same program can also display text files.

COMPILER NEEDED

From: M Bishop, Sheffield

I am currently undergoing an engineering degree where I have to write programs in Turbo C++ on the PC. The majority of students on my course own IBM PC compatibles, giving them the ability to work on their assignments when not at college. I am a loyal Amiga owner and have been for some time, and I currently own an A1200 with a 120Mb hard drive, which means I have to write all the assignments at college.

Please could you recommend an affordable C compiler for the Amiga which is compatible with C++ on the PC, so that I could write and debug my programs at home and then use *CrossDos* to compile the code at college for grading.

It's a lot of work to write two versions of your programs (one which works at home and one at

OPTIONS: FEW

From: Michael Kee, Wolverhampton

I have owned an A600 for almost a year and have bought a 1Mb expansion for it. I am interested in expanding the memory some more, so:

1) What's the maximum amount of memory possible on an A600?

Theoretically at least 9Mb, but realistically only 6Mb. That's 1Mb built into the machine, a 1Mb trapdoor expansion (which you already have) and a 4Mb PCMCIA card fitted in the slot on the left of the machine. If you don't want quite that much, PCMCIA cards are also available in 2Mb sizes. Expect to pay £190 for 4Mb, and £120 for 2Mb.

2) What chips should I get?

You cannot actually plug chips in anyway on the A600, except in the Kickstart socket. Since you already have the Kickstart 2 chip there (for Workbench 2), the only reason for fitting a different 1.3 ROM (or 1.3 and 2 together in a ROM sharer) is to run older software that needs Kickstart 1.3. All the other chips are soldered in to the board, and since it is a board that has been created using surface mount technology, taking them out again is a *major* task.

3) How do I fit the chips?

PCMCIA cards just slot into the machine, preferably when it's turned off. I know that in theory you can plug PCMCIA cards in anytime, but it's best to only connect anything to a computer with the power off.

4) Are you planning to do a 'Super Amiga' feature, (see *Amiga Format* 38), but this time basing it on the A600, instead of the A500?

It is a possibility, but at the moment the A600 is the least

college). You will be continually converting from one to the other. The closest Amiga C compiler to C++ is SAS C (which used to be called Lattice C) from HiSoft, for £329, which includes free and unlimited technical support. I understand that SAS are producing a C++ compiler for the Amiga, but it won't be available until late 1993 at the earliest. There are many PD versions of C available, but none that would be compatible with Turbo C++.

A much cheaper but less sure way would be to get a PC emulator for your A1200, and run the PC version of C++. No hardware emulators are available for this machine yet, but the PD/Shareware *PC Task* emulator program will cost a maximum of £30 (including postage and packing to the author in New Zealand).

The best thing to do first is get the demo version and see if it runs the PC program. Most PD libraries stock this (although they probably won't know it's only a demo). The demo can run PC programs, but the full version is better, since it comes with more utilities for transferring information and much more documentation. There is a new version of *PC Task* just released which will be reviewed next month in *AF*.

Could you please tell me if it is possible to remove the 020 chip from the A1200 and replace it with a faster 030 or 040 chip. Would any soldering be involved?

No, I'm afraid it isn't as simple as just whipping out one chip and plugging in another, you would have to make a bus interface for the new processor and attach it to the trapdoor, except that you wouldn't be able to power the current '040 chip through that port properly and it would be even harder to prevent the huge beast from melting through the bottom of your machine. It would be much easier (and probably cheaper) to buy either the GVP or Microbotics '030 accelerator boards.

HAM IT UP

From: Larry Cahill, Aylesford

As an avid reader of *Amiga Format* I noticed many enquiries about loading HAM pictures into *Deluxe Paint III*. Although you are technically right to say you cannot paint on a HAM screen with that program, there is a way to load in HAM graphics into *DPaint III*.

All you have to do is load the image via the Brush/Load menu option, rather than the Picture/Load option. Sometimes by using the Brush/Colour option, a near perfect copy of the original HAM picture can be obtained. Even when it doesn't work, some strange and interesting results can be achieved. It can also help to alter the background colour somewhat.



Although *DPaint III* can't really load in HAM images, you can get some weird effects if you try it...

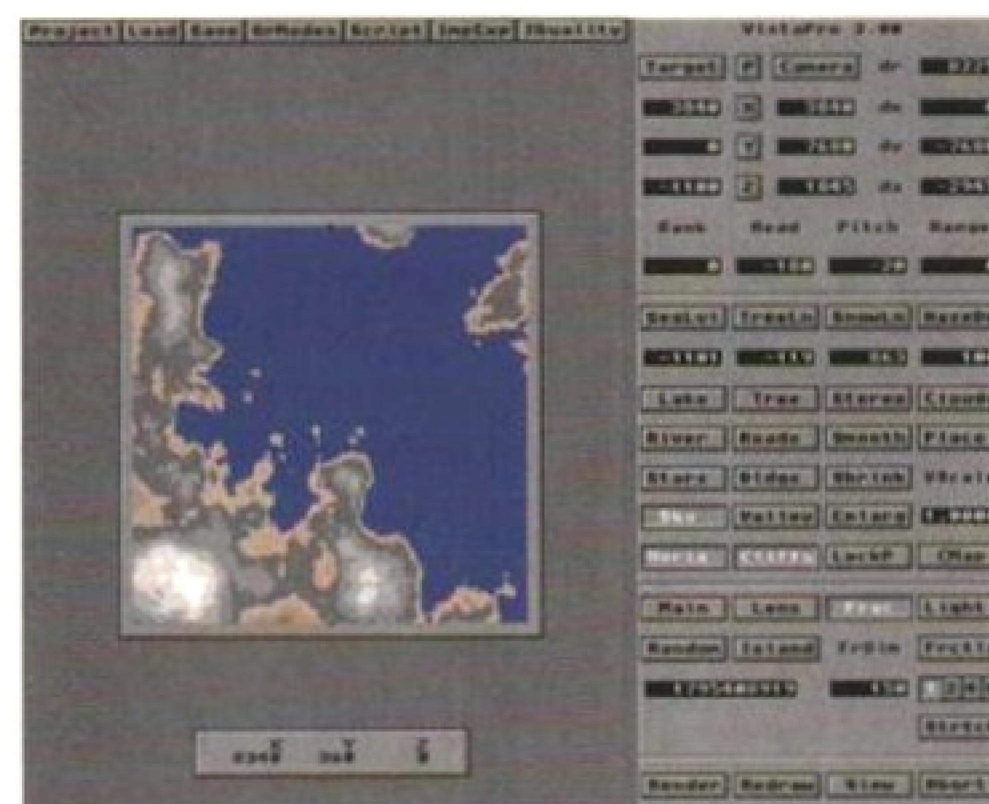
This is caused by *DPaint* loading the HAM registers as colour map information, but it does produce a weird and possibly useful effect. Thank you for your interesting and novel tip.

HIDDEN KEYS

From: R Crayford, Ealing

While messing around with *VistaPro 3*, I discovered it has about 20 keyboard commands that are not mentioned either in the menus or in the documentation. I haven't quite worked out what some of them do – these are marked with a question mark:

F1 = View. Shows rendering in progress or last rendered picture.
F2 = Goes back to the Control Panel screen.
F3 = Brings up Save IFF24 requester.
F4 = Enables/Disables ignore black ?
F6 = Swaps Quads, swaps the quarters of the map around.
F7 = Starts Erode ?
F8 = Redraws map.
F9 = Enables/Disables Extended HAM8.
F10 = Redraws screen.
1,2,4,8 = Changes Polygon size.
Q = Disables/Enables Show image.
E = Evens Edges?
R = Renders Image.
T = Places target at mouse pointer position.
P = Brings up colour map editor screen.
A = Writes current camera and target positions to VistaPro.prefs file in your S directory.
F = Generates random number DEM.
C = Places camera at mouse pointer position.
V = Same as F1.



The above keyboard commands for *Vista* should aid your use of this great program..

Thanks for those tips. If you are doing a highly complex render on any 3D program, a simple tip is to go to the Workbench screen - click top right or press Left Amiga-n. To get back to your 3D program, click top left again or press Left Amiga-m.

PRICE MARGIN

From: S Hally, Ealing

About a week ago, I picked up my friend's copy of an Acorn Archimedes magazine, and started flicking through it. I was thinking of buying a printer, so I looked at some advertised prices. Why are advertised printers so much lower than recommended retail prices? Do they work on Amigas, specifically the A500 Plus?

The RRP of a printer is undercut by the retailer. The reason for this is, of course, competition. Most of the printers you will see advertised in Amiga mags will be at significantly less than their RRP value too.

As for whether a given printer will work on an A500+, it depends on cables and drivers. If, however, you are saying "Can I buy the same model of Citizen/Epson/Star Panasonic from an Archimedes dealer" then the answer is yes.

It usually doesn't matter where you buy it from – very few printers are made machine specific except for export to a few obscure foreign parts. If in doubt, just phone the dealer and ask, they are bound to know.

SPARES SOURCE

From: Kenneth Lyon, Greenock

I have been the proud owner of an A500 for a few years. Not so long ago, after relentless ejecting of disks, my drive eject button broke. I read in *AF*23 that a replacement is almost impossible to come across, but I've found out where you get them from!

A replacement can be had from CPC Limited, 186-200 North Road, Preston PR1 1YP, 0772 555034. It costs £5.89 including VAT and all that nonsense. In addition, CPC are official dealers for Commodore, Amstrad and have many other makes of spare parts. The only drawback is that fitting such spares invalidates your warranty, but then again I didn't have one anymore.

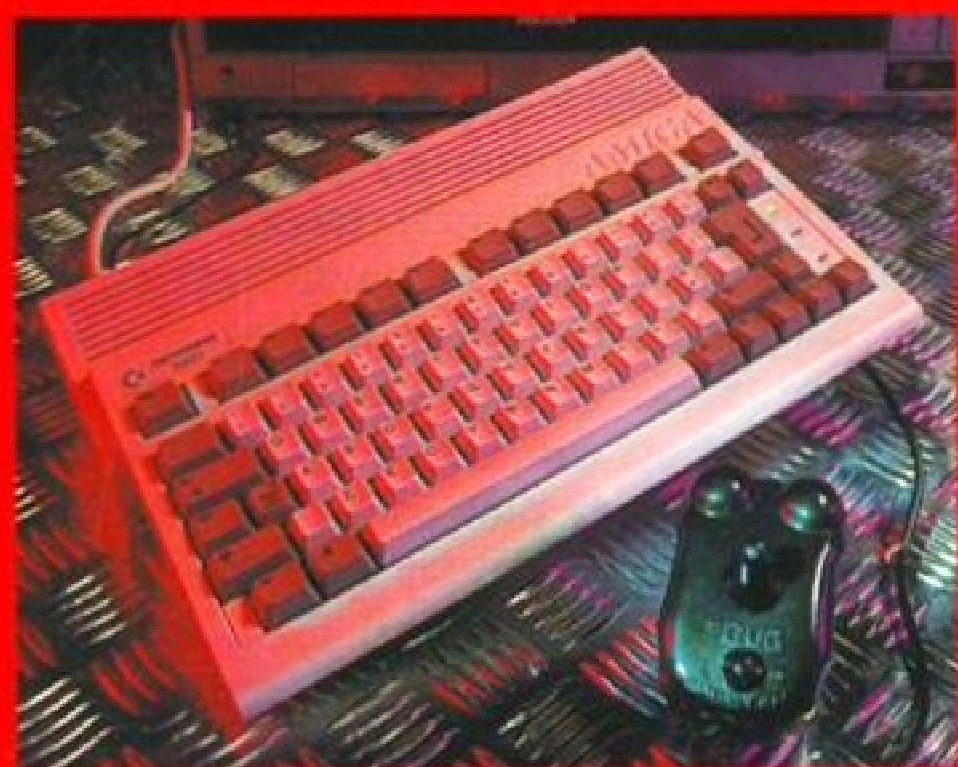
Thanks for pointing it out.

NEW USER

From: David Caudle

I'm thinking about buying an Amiga, and because they are cheap I'm thinking of going for an A600.

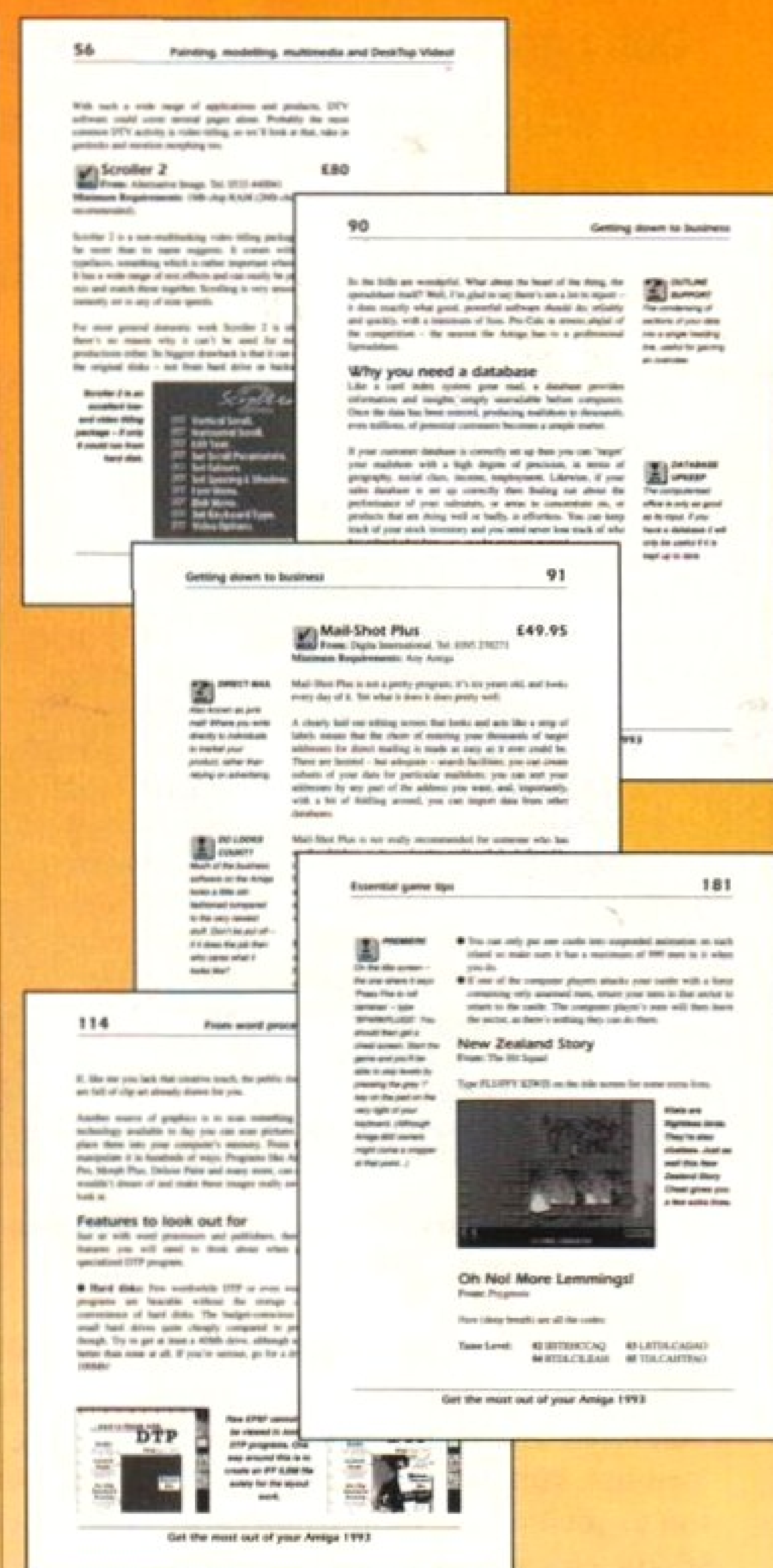
The good points about the A600 are its small size, it's easy to plug into a TV rather than a monitor (compared to an A500), simple memory expansion via PCMCIA card, and of course the price. It's a good Amiga to get if you have never owned a computer before. The bad points are it's slow, it lacks the new AGA screen modes and a numeric keypad, which means some serious software and simulations are unusable, or at least you can't access some options, because you can't hit the key to access them. (Also see 'Options: Few' box.)



If you've got an A600 then you'll find its expansion possibilities are limited.

expandable Amiga ever, with only a trapdoor slot and a now out of date PCMCIA slot. There wouldn't be much to say.

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The Amiga is the most powerful, versatile and cost-effective computer there is. Find out just what yours can do with Get the Most out of your Amiga 1993.

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Don't get stressed out if your stuck with a problem on your Amiga! Pat Macdonald is here to help, no matter how big, or how small...

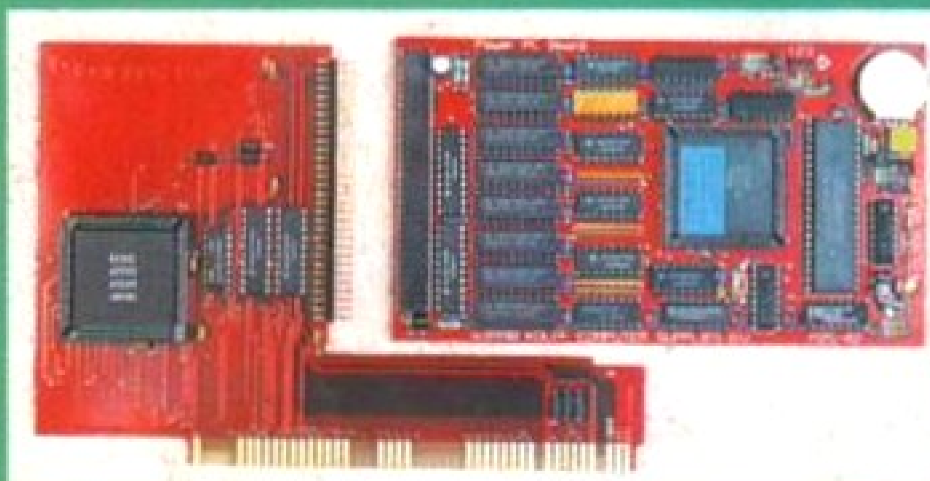
Answer FILE

Q What exactly is an emulator?

A Since the early Seventies, many different microcomputer systems have been invented. In general, computers from two different manufacturers are incompatible – you cannot take a program from one machine, and load it into another.

An emulator is a method by which a computer can run software designed for a different computer. Such emulators are never 100 per cent effective – there are always oddball programs which defeat emulators. How well an emulator works depends on how the software for the emulated computer was written.

On the Amiga, several emulators are available, mostly for the IBM PC. The reason why PC emulators are so successful is that PC software is written to work on machines from different manufacturers. Most emulators rely on a hardware expansion to give more compatibility, although there are a few emulators that just come on disk (nearly all of these are available through the Public Domain).



PC emulators like this one from KCS enable Amiga users to extend their use of software to programs written for the PC.

Q I cannot work out how to load samples in *ProTracker* V3.11B. How can I do this?

A Just click on Disk Ops, find the sample with the file requester, and click on the name. *ProTracker* always assumes that you are trying to load in a sample – you have to click on a save button to get it to save things, otherwise it loads them. It's too clever by half for a lot of beginners!

Q How do I get *Prodata* to search through a database without it taking ages?

A *Prodata* stores databases on disks. If you are searching through a database on a floppy disk, then it takes a long time to search through as floppy disks have fairly slow access times. The reason why *Prodata* behaves like this is because your database size is limited by how big your disk is.

Assuming that you have 2Mb of RAM or more, then one straightforward solution is to copy the database to your RAM disk, and work on it from there. To do this, load your database as normal, and then press C (for change directory) from the Alter/Create database menu. Enter RAM: for your new directory name, and then save your database. That should speed up your searches significantly.

Q What is C?

A C is a popular programming language invented by two blokes called Kernighan and Ritchie. Although not as fast as machine code, it's popular because it is very portable. That means that a C program on one computer is fairly easy to transfer to a different computer, assuming that the C language is available on both computers.

C is especially popular on the Amiga because it's the easiest language to use for the built-in routines inside the Amiga. Most 'serious' software and a few games are written in the C language.

Q I have three separate expansions that fit into the parallel port. Is there a switcher box so I can have all three plugged in, and select which one I use with a switch?

A Yes, such a box is available from Trilogic (0274 691115) for £28.99 including P&P.

Q Why do you advise people to use Shell to copy the Coverdisk? Why not use the Duplicate option on Workbench? Surely it's much easier to point and click rather than type a line into Shell?

A The Duplicate option is not as reliable as it should be on earlier versions of Workbench. It also has the annoying side effect of adding "Copy of" to the name of the disk. Using Diskcopy works equally well on all Amigas and is a good example of a Shell command.

Q How can I install a disk with only one disk drive?

A By install, I assume you want to put a bootblock on to the disk so that it can autoboot. It's no good just typing this into the Shell;-

```
Install DF0:
```

Instead, you have to do it in two stages. First, type this and hit return:

```
Install ?
```

This loads the Install command from the Workbench disk. After the command has loaded in, it prompts you to type the device you want to install. So put in the floppy disk that you want to install, type the following and hit return:

```
DF0:
```

The 0 is zero as in the number (disk, floppy, zero) and not the letter O as in Orangutan. Just installing a disk isn't the end of the story – you must also include a startup-sequence text file in the s directory of the disk, plus all necessary files that the programs on your disk need to operate.

Q Which is better, CD^{32} or the A1200? I want to be able to word process and other 'serious' things, as well as playing games.

A In terms of computer specifications, they are very similar. The CD^{32} is basically an A1200 optimised for games. In time you will be able to run a word processor or paint program on CD^{32}. The machine has the potential to accept a keyboard, mouse and disk drive. But these may be some time in coming, since Commodore are not developing any themselves, but are expecting third party developers to do so.



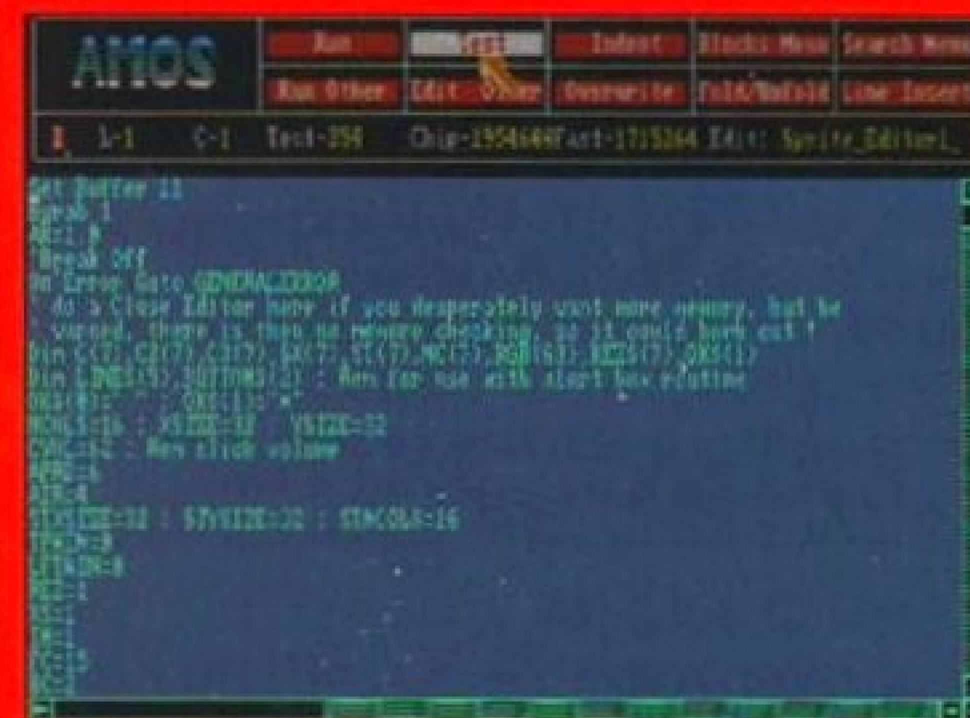
If it's serious stuff that you're in to, then the A1200 is the best machine for you to get your hands on.

So an A1200 is the best bet. You can play existing games from floppy as well as use excellent creative software. And CD drive for the A1200 is

Q When ever I have tried to compile an AMOS program, I get a message saying 'program not tested'. What am I doing wrong?

A In AMOS, before a program is run, AMOS tests it to try to find simple typing errors. Before you compile a program, you must test it from AMOS (click on the Test gadget, to the right of the run gadget). Then save your file. It will compile now.

The reason why the compiler is fussy over this is because if it compiled programs with typing errors in, those errors could – in theory – crash your Amiga. There is no point compiling programs with possible errors in – you are only supposed to compile a program after you have finished writing it.



Before you compile a program you must test it using the test option from the main AMOS edting screen.

expected in the first quarter of next year which will allow you to use most, if not all, CD32 games.

Q Do sound samplers (like Technosound) have a built-in microphone?

A No, they have two phono sockets for left and right stereo sampling. It's simple to plug a microphone into a sound sampler with a phono adaptor. However, sampling from a 'live' source like this produces poor results, unless you do it in an acoustically dead room, like a recording studio.

Q How do I increase the amount of chip RAM in my A1200?

A You cannot. 2Mb is the limit, and that's what you get with the machine. However, adding some fast RAM will leave more chip RAM free than you presently have.

Q What is the point of having a hard drive?

Loading speed. A hard drive's massive speed advantage versus a floppy, or even a CD, means you spend more time using your computer and less time waiting for things to load and save. It's also convenient to have all your programs and files one disk, as you don't have to waste time swapping floppy disks. But remember – many games do not install properly to a hard disk. Also, a point for AA chipset machines is that if a game only works by holding down both mouse buttons and selecting ECS graphics mode, then you have to do that before running the game from your hard disk.

Q What is a checksum "880" error?

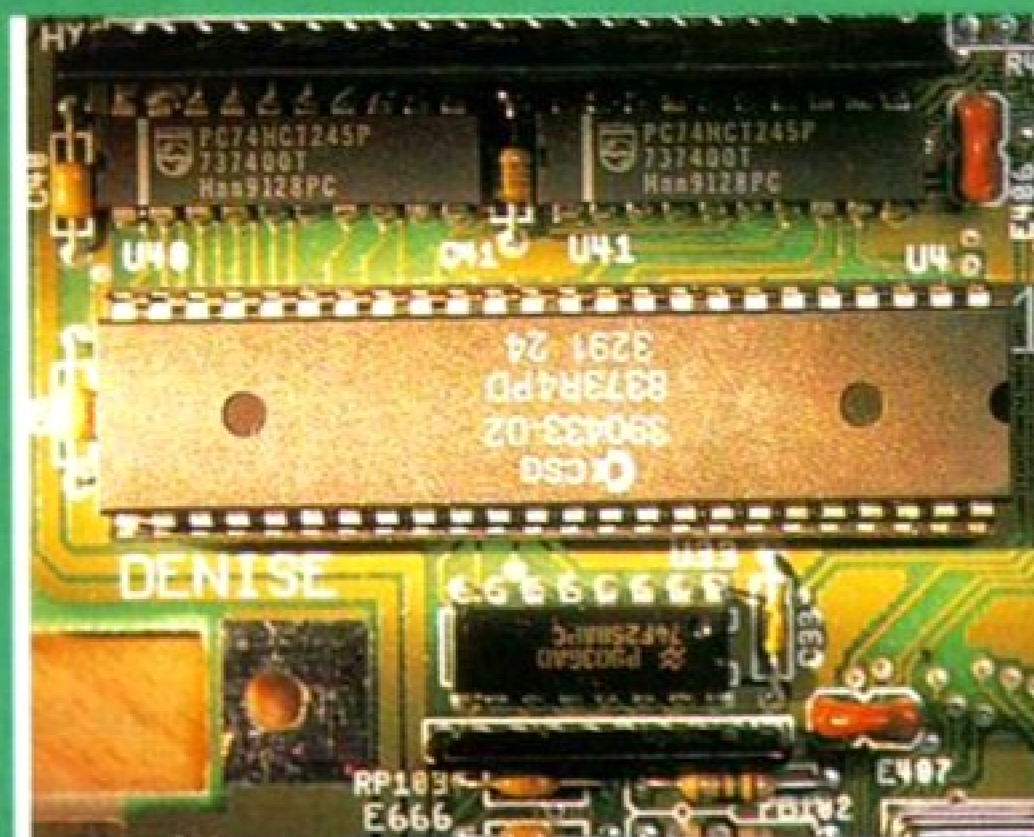
A After Workbench has loaded, the Amiga does a set procedure on any floppy disks that are inserted. First it looks at the bootblock. If this looks like a standard AmigaDOS bootblock, then it attempts to read the directory of the disk (which is on block 880) to see how full the disk is. If the bootblock is non-standard, then the disk is almost certainly not an AmigaDOS disk, and cannot be accessed through Workbench or the Shell.

You usually get this error when a Workbench-like bootblock has been put on to a non-Workbench games disk. The Amiga says "it's an Amiga disk, but the directory track is corrupt – the checksum is wrong". This sounds unlikely, but it's exactly the behaviour of an Amiga bootblock virus. Even if it is not a virus, the original bootblock has been erased, and you cannot get it back. The disk will not work. If this happens to an original game disk, then software companies usually offer a repair service for a small fee. One way to avoid this is to use a program like *BootX* to remember and store all your game bootblocks on a separate disks. But if you already have the error, the damage is done and will spread to your disks as you use them.

Q Does the A4000/040 have the full version of the 68040 chip, or the economy (EC) version without a FPU?

A The full version. Commodore planned two versions, but have since opted for machines with the full version of the 68040 chip. This means it's more expensive, but it does reduce incompatability to a small extent, as older programs which expect a full 68040 get just that.

In-depth explanation THE AMIGA'S GRAPHICS HARDWARE



The Denise chip found on older Amigas contains a graphics co-processor which enables Denise to make use of graphic effects such as pull down menus.



The special custom chip on the Amiga CD32 automatically handles the conversion of pixels' colours much faster than the processor could do it.

1 Nearly every single Amiga screen you see exists inside the machine as a series of bit-planes. A bitplane is a continuous block of memory, which is channelled to the video chip in the Amiga (which is called Denise on older Amigas and Lisa on the AA chip set machines). This process happens continuously, and cannot be interrupted – otherwise Amiga screens would be corrupted and would flicker.

2 The reason why interlaced graphics flicker is more to do with the bad points about how television screens work than the Amiga's graphics hardware. In general, you only get a flickery interlaced screen when two contrasting colours (black and white, for instance) are displayed one above the other. Interlace displays a screen in two passes, so as far as the TV is concerned, part of the screen is flashing between black and white, this causes the flicker.

3 Bitplanes are usually large, and so a custom chip is used to move them around faster in memory from one place to another. This movement of bitplane data is called a block image transfer, or blit. The blitter chip can override the processor while it is doing this (it can copy the screen much faster than the processor) but it cannot override the video chip.

4 Hardware sprites are usually small, fast moving graphics that slide smoothly over existing graphics without interfering with them. These are not put into the bitplanes. It's a lot faster if the video chip overlays them on top of the bitplanes. Previously, Amiga hardware sprites were limited to 16 pixels in width at most. But AA chip set machines allow you to have sprites up to 64 pixels wide, which makes them a lot more useful.

5 One rare feature of the Amiga is the co-processor chip, or copper for short. This is a mini processor with only three instructions, that works at the same time as the main processor. The copper can wait until the video display reaches a certain point on the screen; it can load hardware registers very quickly when this happens; and it can also skip instructions. It's most commonly used to produce the finely graduated coloured backgrounds that are often seen in platform games.

6 The planar chip in the CD32 is the first new piece of graphics hardware that an Amiga has received. The trouble with bitplanes is that, in order to set one pixel to one particular colour, you have to write to each bitplane that the colour uses. If a screen has 256 colour, that means writing to eight different locations just to set one pixel to one colour. The planar chip performs this task automatically and much more quickly than the processor could do it.

7 Although it may seem that only games ever use any of this hardware, in actual fact many programs use them to a greater or lesser extent. For instance, the program *Photon Paint 2* makes extensive use of the copper chip in order to keep all of the screen tools visible on screen. Many flight sims use hardware sprites to represent the struts in an airplane cockpit. The copper chip is used when a colour is only used in one area of the screen.

8 One graphics trick that the hardware cannot do very easily is to rotate and scale bitplanes. All of the 3D driving games for the Amiga display 'flat' graphics that get bigger or smaller on the screen. Some consoles are now introducing chips to do this. Some programmers feel that hardware to manipulate flat graphics as 3D objects would be much more useful to the CD32 than a Planar chip.

9 Genlocks can cause problems with game graphics. A genlock synchronises the Amiga's display with an incoming video signal, from a video recorder or camcorder. If the external sync clashes with a game, then the game's graphics corrupt and the computer can crash very easily. So if you have a genlock linked up, don't expect to be able to play games.

10 As the Amiga's graphics chips have evolved, they have also changed. These changes occasionally result in software incompatibility, and so some games will work fine on one A500, but not on another. Most of these problems result in older programs not working on newer Amigas, however some newer games also don't work on older Amigas. It is sometimes possible to improve these problems by upgrading the chipset. But when the chips are dramatically redesigned, you have to buy a new machine.

A WORD FROM THE ED



OK, you get your way in the end. From the next issue of *Amiga Format*, we will be giving away working versions of commercial programs on the second disk.

We gave up the idea a few months ago, in the belief that we were becoming repetitive. We felt that the disks might not have been offering excellent value. And judging by some of the things we've seen on disks over the summer, we were right.

But while we were doing the single disk issues we were searching for quality packages to bring you in the future. This month we unveil the first of these. *Turbo Print 2* is an excellent package, it will improve the print quality of most applications with various printers – and it's just the first of many. Over the next few months we'll be bringing you some of the very best in Amiga software.

So if you don't subscribe to *Amiga Format* now's the time to. This month you get a sub for the single disk price.You also get the special subscribers' disk. Meaning a huge three disks a month.

If you are one of those people for who £50 is too much to shell out at once, don't worry! We'll still be bringing you a full disk of game demos and a full serious application every month.

And those of you who have been caught out by other mags, remember: with *AF*, if it doesn't say demo on the disk label, then it isn't a demo!

Letters

Have your say! Make your point! Get heard! If you feel a need to share your point of view with other Amiga users, or you just have something witty to say, then write to: Letters to the Editor, Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

FAB AF

Having been a reader of your magazine for a couple of years now, I have recently noticed a disturbing phenomenon on your pages – a Radio One DJ invasion…

First it was Jakki Brambles writing for Indi Direct, and now, to my horror, we have Bruno Brookes writing for Calculus. Where will all this end? Perhaps next we can expect to see Jimmy Saville being 'proud to present' 17 Bit PD, or Larry Hagman informing us of the stunning new animation techniques in *Prince of Persia 2*. The possibilities are endless and horrifying.

It's probably me, but I find it quite hysterical when Jakki Brambles starts to tell me about the PCMCIA slot and how I can 'write to her for more info'. One thing is for sure, show business and the Amiga scene don't mix very well.

I think you, as the publishers, have a responsibility to nip this in the bud, by barring the adverts and hence stopping this worrying trend from escalating.

Douglas Stowell

One of the purposes of any advert is to establish a brand identity for the advertiser. The two adverts you refer to have obviously achieved this aim. We don't see anything horrific in the advent of showbusiness endorsements in the Amiga world. It happens in every other sphere of events, Arnold Schwarzenegger was in London selling hamburgers the other day. Bruno Brookes is a committed Amiga user, and we'd adamantly support anything that managed to get Jimmy Saville into our pages.

As for the Amiga not mixing with show business, it is used to create the titles for The Chart Show, *the graphics for* GamesMaster *and* Star Test, *to create the 3D ray traced space ships in* Babylon 5, *and to run Paul Robinson's business in* Neighbours. *Sounds like the Amiga and show business are already rather well acquainted.*

TIME MACHINE

OK, the game's up, you can't fool us six per cent. How could you have photographed Duncan Watts 'A Sample Reader' buying issue 49 inside issue 49 of *Amiga Format*, when it obviously couldn't have been published? Has he got a time machine? If so he could hardly be called an average reader.

Perhaps Duncan's copy hasn't got pages 174/5 inside it. If not he should take it back!

I would have loved to see the amazement on his face when he looked inside and there, as if by magic there he is.

Come on… an explanation please. The whole truth and nothing but the truth.

Dawn Dick, Cumbria

We hoped a few of you would like that bit of visual trickery. We got a pre-press proof (a cromalin) of the cover, which is a high quality colour-correct print out used by the printers to make sure they are getting the colours right. We then stuck the cromalin on to the front of an issue 48 and dispatched Steve Bradley to WH Smith to find a reader. So what you are seeing isn't some Orwellian temporal paradox, just a modern day trick.

BAD MATHS

Recently I was reading your questionnaire results in *Amiga Format* 49. I was puzzled to read that 49 per cent of your readers owned a monitor, and 48 per cent owned a TV used as a monitor. What on earth do the other 3 per cent use to 'help' them use their Amigas.

Toby Byrne, Northwich

The thing with questionnaires is that people always take the questions to mean different things, and there is rarely room to be more specific. What we think this answer reflects, is that 48 per cent of people have a second television dedicated to Amiga use, rather than splitting their main television between watching programs and computing.

VETERAN MACHINE

My Amiga will be six years old this Christmas, but sadly every game I buy just does not work, although my older ones do.

My Amiga is a 1.2 version. Could you please tell me if it is possible to upgrade it to 1.3 in some way?

Simon Blood, Bishop Auckland

Upgrading an older A500 to Workbench 1.3 is certainly possible, but you may be

Continued overleaf

The Gallery Sponsored by MAX Graphics

Got a picture you're proud of? Send it in, see it in print and win an *Amiga Format* binder! Since Letters is where you get to contribute your words, we thought it would be the perfect place to see your pictures on display too. The best image every month will win a huge (and we're talking big here) poster printout, courtesy of Max Graphics of Cardiff – worth a massive £80. Send your entries on a floppy disk to The Gallery, *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW.

If you need your artwork printed out, give Max Graphics a call. They offer a full range of Amiga output services, including their Colossal Colour system can print images right up to poster size.



Robotnik by Thomas Krul of Ottawa, Canada


Caravan Kid by Lee Martin of Keynsham



Fantastika by Maurizio Marotta of Salerno, Italy

The Gallery Sponsored by MAX Graphics

better off skipping a number or two and upgrading to Kickstart 2. For most machines it's just a question of removing the old Kickstart ROM chip and replacing it with a new chip. A kit containing both the new ROM chip and version 2 of Workbench is available from many Amiga Format *advertisers. If you have a really old machine, you may need to carry out a couple of modifications to your motherboard. Consult your local dealer for more details, or write into Workbench.*

READ LETTER

Until recently I had a Commodore 64 which I used mainly for playing text adventures. I began to notice reviews for Amiga adventures, so I decided to sell my 64 and the accompanying games, and upgrade to an Amiga (the best decision of my life). Since purchasing the Amiga I have not been able to buy a single text adventure. My local games suppliers tell me that they can't get hold of any of the old adventures. But one of the suppliers blatantly advertises the *Magnetic Scrolls Collection* including *Fish, Corruption* and *The Guild of Thieves.*

When I asked for it I was told that they couldn't get hold of it. This situation is driving me mad. I have the Amiga, all I need is the text adventures to make my life perfect. Help!

Brian Coward, Cowley

If it's text adventures you want, then text adventures you shall have. The Lost Treasures of Infocom *collection is without a doubt the product for you, it contains a incredible 20 of the best text adventures ever available on the Amiga. It is available from our very own mail order pages, so turn to page 158 now.*

But now you've made the step up to a better machine, why don't you make the most of it, and give a few of the Amiga's superb graphic adventures a go? If you get hold of a copy of Secret of Monkey Island, *or* Legend of Kyrandia, *we're sure you won't be disappointed.*

PD PUBLISHING

I am writing about a subject I have not seen discussed in your letters pages before.

I have had the idea of designing a disk-based magazine which I want to distribute through the Public Domain channels, and probably free of charge. I know that this is not a new idea by any means, but I cannot think of anybody who is doing this sort of thing, at least not legally (mentioning no names).

I work in close proximity to a local PD and they have offered to help me when the magazine is in its entirety. My main problem lies in the legal aspects of such a venture. I want to cover as many subjects and attract as much public response as possible. But at the same time I do not want to tread on anyone's toes.

Please help me.

SJ Brown, Nottingham

We aren't quite clear what kind of help you require. But if your concerns are those of legality, the only precautions you have to take are to avoid infringing anyone's copyright, or breaking any other laws. Simply make sure all the text and graphics on the disk are your own work, or that you have permission to use it, and then you should be all right. You must be sure not to break the obscenity, official secrets, and prevention of terrorism laws too.

As for not being aware of anybody else producing disk magazines, get down to your local PD library and investigate. We think you will find that there are many good, legitimate disk-based magazines, like AM/FM *and* Grapevine. *So you've got quite a lot of competition, but the best of luck all the same.*

SUBS DISK-CONTENT

PRIZE

With respect to Coverdisks, why should subscribers be treated differently from other regular and dedicated readers who have placed a firm standing order for *Amiga Format* with their newsagent?

I have bought every single copy of *Amiga Format* since issue 5 this way. In fact, my newsagent even reserves me copies of the *Amiga Format Specials* as well. Do not forget that there are undoubtedly many more readers exactly like myself who cannot afford to dole out the subscription rate in one single payment, and must therefore resort to purchasing their favourite magazine at the local newsagent each month .

I think you should seriously consider offering copies of these special Coverdisks – for which I would be willing to pay – to all the dedicated and long-standing readers who could provide proof from their newsagent confirming that they are receiving regular copies of *Amiga Format.* What do you say?

W Walker, Dudley

The second disk is designed to thank our regular and dedicated readers for their loyalty to the mag. You, and people like yourself, obviously fall into this category, and it would be nice to be able to extend the second disk to you also. But the main reason we are able to offer the second disk is that the cost of subscription copies of the magazine does not involve a cut for the distribution company and retailer. So we can include the subs disk free of charge.

I am not sure that we can sell the subs disk to you. It could get very fiddly selling things with a nominal unit value, the postage and packing may end up costing more than the disk. We are aware that there are people who cannot subscribe for financial reasons, or that buy the magazine regularly from the news agent. If there is any way we can practically bring the second disk to these people, we will.

THANKS

Just a quick note to say that it's about time subscribers were rewarded for shelling out up front. The subscribers disk is an excellent idea – keep it up!

M Ferrier, Louth

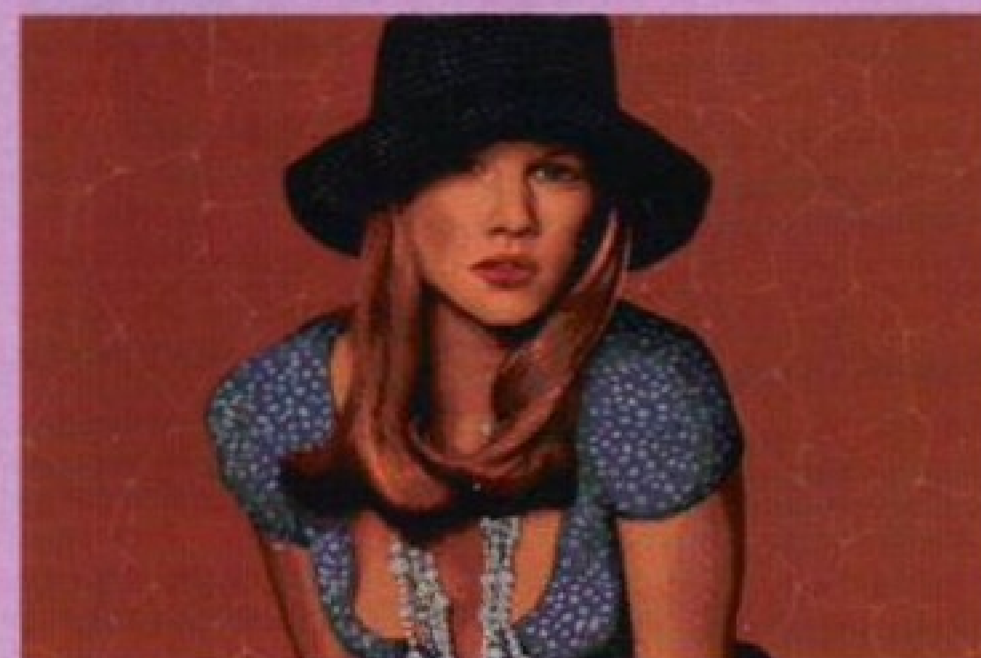
Thanks to all of you who have written and phoned to express your appreciation of the subscribers disk. But we have always tried to offer that bit extra to subscribers, two extra issues or an item of free software were the chosen incentives before the disk came along. These two options are still available at a small extra cost, but they still represent a bargain.

FIX FANX

Just a quick letter to thank you for the *Speedball 2* fix for the A1200. It has been my favourite game to have a quick bash on for ages, but I always had to get the trusty old A500 out to play it. This fix saves me loads of hassle and I'm truly grateful to you and the author. Please produce more of these fixes in the future. I'm sure there must be plenty of people out there with old A500 games which they would love to be able to play on their A1200s.

Dave Bragg, Leamington Spa

We too would like to extend our thanks to Phill BB for those cheats. Speedball 2 *is one of my personal favourites, and only being able to play it in the office (I've only got an A1200 at home) was really beginning to get on my nerves. What I really want now is a* SWIV *fix.*


Fuschia by Mark Gray of Blackpool


Gaston La Gaffe by David Packer of Eastbourne


Rabbits by Rachel Taylor of Gainsborough

CHEAT CHEAT

I am a cheat who has a bit of a problem! Every time that I want to look up the codes for a game such as *The Addams Family* I have to go through about half of my large collection of *Amiga Formats*.

So I thought long and hard about it, and came up with this idea. With your next issue you could include a folder and dividers, then you could reprint all the old cheats and new ones on sheets of paper to go with your mag, these could then be pulled out and filed.

Col MC Dorward, BFPO 140

I don't know if we can do what you suggest Colonel Dorword, but I do have some information that may help you. A group of coders in the UK, called Serious Software, are currently producing an index of every serious and game software review, every hardware review and, get this bit, every game cheat ever published in Amiga Format.

You can contact them at 79 Windemere Drive, Gillingham, ME8 9DX for more info.

I AM THE FLY

The thing on the bottom left hand corner of page 157 of Amiga Format issue 50 is a magnified shot of a house-fly. Do I get a pin badge?

James Shaw, Nottingham.

Yes, you do!

BASICALLY...

I have just purchased an Amiga 1200 which I believe to be a very powerful and capable machine for the price I paid. But I was dismayed to find that it did not come with any programming languages. This is most inconvenient since the main reason for me buying a computer was so that I could write my own software. If I just wanted to play games I would have bought a Sega console.

I have contacted a few software suppliers, but none of them were able to help me, so I wonder if you can.

What I am after is a version of 'C' BASIC or PASCAL which is 100 per cent compatible with the A1200, and is able to use its sound and graphics capabilities fully, as well as perform standard programming functions such as disk file creation and multi-dimension arrays. Do you know of any that are available, or that are soon to be released?

F Gleaves, Gillingham

We certainly do know of a few programming languages. If you want to try your hand with an advanced BASIC, then buy next month's copy of Amiga Format. *On the second Coverdisk you will find a working version of Acid Software's* Blitz Basic, *a powerful programming language that is extremely fast.*

If you like the language, and we know that you will, you can get hold of an upgrade for your Coverdisk – an advanced users pack – which offers many extra features, and a compiler so that you can create standalone applications from your programs. Amiga Format *issue 52 is on sale 23 September.*

UNRELIABILITY

I have a friend who owns an Amiga 500 which is roughly six years old and crashes (resets spontaneously) every 10 minutes or so. This is rather frustrating, especially since we have an Amiga 500 which is about four years old. Can we expect it to start crashing and having real problems in a few years time? Why aren't Amigas made to last.

We also have a Commodore 64 which was bought secondhand in 1986 and has only been repaired once in seven years. Why aren't some of today's improved top-of-the-range computers able to last like the old primitives?

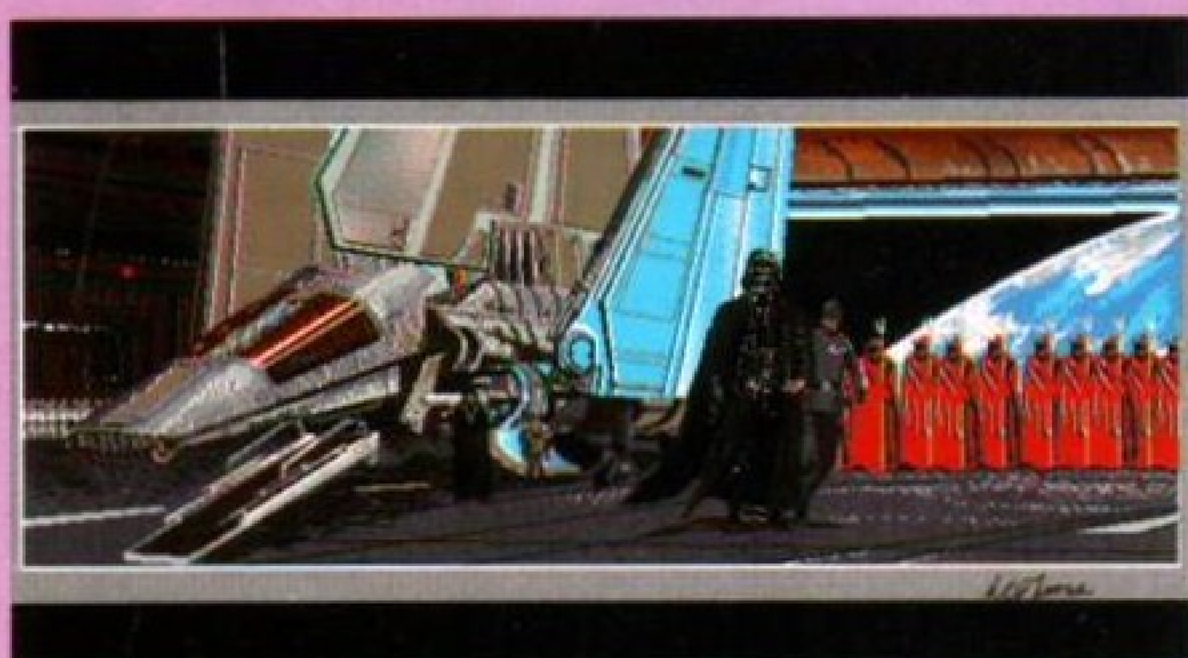
Michael Saunders, Warragul, Australia

Don't be pessimistic, just because you have a friend whose Amiga has gone belly up doesn't mean that yours will. We have many Amigas in the office that have endured treatment (or should we say abuse) that would send most machines to the scrapyard, yet they keep soldiering on with admirable endurance.

As with many electrical appliances and electronic devices, there are some duff Amigas, but the number is nowhere near as high as you seem to think.

The problem with your friend's

Continued overleaf



The Gallery Sponsored by Max Graphics

Star Wars by Anonymous of Barsntaple.

THE MAN AT THE TOP

Keen to increase communication between The Big C and the Amiga community, Commodore general manager David Pleasance will be answering your letters on a monthly basis.





'Home-made' machine?

As a result of being caught out by one of The Big C's marketing cons (buying an A500 plus just before they were discontinued) I was reluctant to buy an AGA model until I read *AF*'s glowing review of the A4000/030, so I got a 4Mb RAM/120Mb hard drive version. First Computer Centre in Leeds supplied it, but they sent me a 2Mb RAM/80Mb version fitted with an extra 2Mb of RAM and a 120Mb drive. To fit these they had opened the case, destroying the warranty sticker. And the badge on the front of the machine says A4000/EC030.

When ordered it I did not expect a 'home-made' A4000.

a) Has the 'normal' A4000/030 got a 68030 or a 68EC030 CPU?
b) Is this sort of malpractice illegal?
c) Is my warranty worthless?
d) Have I got a 'down specified' machine?
e) What should I do?

Rick Parkin, Brighton

a) The 4000/030 has the 68EC030 fitted by Commodore as standard, and this is commonly described as an 030 or 68030 chip, so your machine has the right processor fitted.
b) If by 'malpractice' you are referring to First fitting the RAM and upgrading the hard disk themselves, let me clarify the situation. The A4000/030 is shipped by Commodore with 2Mb of RAM – either be 1+1 or 2+0 – and with a choice of 85 or 120Mb hard disks. Any extra RAM and hard disks are supplied and fitted by the dealer, should the need arise. It appears First Computer did nothing remotely illegal.
c) The warranty is only made void if an unqualified person attempts a repair or upgrade. Due to its open architecture it is expected that users will need dealers to add items. So your warranty is still valid.
d) No, you definitely do not have a 'down specified' machine.
e) Use and enjoy your A4000/030.

Feeling ripped off!

As one of the many who feel a bit ripped off after buying a CDTV, I would like to know if the new Amiga CD32 will:
a) Be available at a reduced price upgrade to CDTV owners?
b) Will our existing keyboards and floppy drives fit the new unit?
c) Will we be able to attach a printer to CD32?
d) Will I be able to sue Commodore for making me bankrupt?

Steve Bailey, Birmingham

I am sorry you regret buying a CDTV. When it was released, it was hailed as a breakthrough in technology, delivering a powerful storage media combined with the features of Amiga 500 computing.

Amiga CD32 is a games console, the best in the world. Its £299 price reflects this. This means it is difficult to provide a trade-in offer for something that costs less than CDTV. We are looking into this and will let Amiga Format know the outcome. If you want to attach a keyboard, floppy drive and printer, then you'd be better off with an A1200, which is designed for computing, not just playing games.

It is highly unlikely that Commodore could in any way be considered responsible for any financial position you find yourself in.

How to contact AMIGA FORMAT

The best way to get an answer from Amiga Format is to make sure you're addressing your letter to the right person or department.

- **We get hundreds of Letters and faxes a day, if we were to try and answer them personally we would never get time to write *Amiga Format*. So we're sorry, but we can't reply in person.**
- **We are available for enquiries by telephone every Tuesday between 10.30am and 6pm, please be patient because the lines do get busy.**
- **Our advertising department can help with problems concerning companies who advertise in the magazine if you phone during normal office hours.**
- **Our subscriptions service and the Amiga Format Mail Order department are not in the same building. They can be contacted on 0458 74011.**

Work BENCH

If you have any problems with the technical side of your Amiga, with hardware or serious software, Pat McDonald will try to answer you in the mag. Or, if you have any advice for others or any handy tips to share, send it in and you could win a prize.
WORKBENCH, *AMIGA FORMAT*, 30 MONMOUTH STREET, BATH BA1 2BW.

Game BUSTERS

If you've just found the cheat mode, mapped out the levels or found all the passwords for the latest game, send the info to Nutts and you could win a prize. Or, if you're stuck, ask Helping Hand for advice – or solve someone else's problem and win a prize!
ANDY NUTTALL, GAMEBUSTERS, *AMIGA FORMAT*, 30 MONMOUTH STREET, BATH BA1 2BW.

LETTERS

The Letters pages are there for you to air your views and share your opinions; please remember not to ask questions that should be in Workbench! Marcus is looking for thought-provoking or entertaining letters, the shorter the better. Prizes are given for the best.
LETTERS TO THE EDITOR, *AMIGA FORMAT*, 30 MONMOUTH STREET, BATH BA1 2BW.

COMPETITIONS

To enter a competition, write the answers and your name, address and phone number on the back of a postcard or a stuck-down envelope and send it in. You can enter as many times as you wish, but all entries must be posted separately; don't put several entries in one envelope together, or include entries with letters to any other part of the mag.
...COMPETITION, *AMIGA FORMAT*, 30 MONMOUTH STREET, BATH BA1 2BW.

Special OFFERS

If you've ordered something from the *Amiga Format* Mail Order section and you've got a problem, then don't write to our Bath address – instead contact our Somerton address or telephone 0458 74011.
***AMIGA FORMAT* MAIL ORDER, FUTURE PUBLISHING, CAREY COURT, SOMERTON, SOMERSET TA11 6TB.**

SUBSCRIPTIONS

If you move house and want to make sure your copy of the magazine catches up with you, or if you have any other subscription enquiry then write to:
***AMIGA FORMAT* SUBSCRIPTIONS, FUTURE PUBLISHING, CAREY COURT, SOMERTON, SOMERSET TA11 6TB.**

Faulty COVERDISKS

The disks are duplicated and stuck on the magazine by a separate firm we employ. If you have a faulty disk, send it, enclosing an SAE, to: DISCOPY LABS, UNITS 2 & 3, OMEGA TECHNICAL CENTRE, DRAYTON FIELDS, DAVENTRY, NORTHANTS NN11 5RT.

machine may simply be that his Agnus chip is overheating, tell him to get it checked out.

BABYLON COMING

If any of your readers wish to see the actual animation, and various other sequences from *Babylon 5*, here's some good news.

I have just found a trailer for *Babylon 5* on the video cassette of the film *Stay Tuned*, which can be rented from any good video library. The trailer is only short, but it gives you a good taste of what *Babylon 5* will be like – and it looks extremely good.

Andrew Harvey, Beauly

Although Babylon 5 *hasn't been picked up by a British broadcasting TV station as yet, it is to be released by Warner on video in September.*

We're all looking forward to it immensely, the Amiga created animations are some of the most spectacular space footage we've ever seen.

F1 SOLUTION

I've just read Chris Morris' letter in *Amiga Format* 50.

I too was a Speccy *Formula 1* addict who upgraded to the Amiga. I then purchased *Formula 1 Challenge* from Amivision, which has many similarities. Maybe Chris would like to give it a go. It was advertised on page 169 of issue 50.

Neil, Coventry

Anyone wanting those F1 thrills should contact Amivision on Dept AF, 1 Cherrington Drive, Great Wyrley, Walsall, WS6 6NE, or turn to page 165.

REPLAY REACTION

I have an Action Replay Mk1 and am in need of a copy of the utilities disk as mine has had it. I phoned Datel but they don't have any, and I advertised locally with no luck.

If you have one, your help would be much appreciated. If not, could you please print this letter. I would pay any cost involved if a fellow Amiga Format reader can assist.

Mick Sutcliffe, 5 Park Cl, Ivybridge, PL21 0BU

I'm afraid our Datel Action Replay 1 went MIA a long time ago. But we'll put the word out to our readers, and see if any of them can help.

Next time, back it up!

DMCS BLUES

I have recently bought issue 50 of *Amiga Format*, with what I thought was a good music program on the Coverdisk. I wanted to print some music, and to do that I had to save it. What do you know, you've disabled it.

Then I tried to print it straight off, but found out that you had disabled the printing system as well. Where can I get the full copy, and how much is it?

Matthew Heap, Oswestry

The version of Deluxe Music Contruction Set 2 *on our September Coverdisk was merely a demo. We clearly stated this on the disk's label, so it should have come as no surprise to you to discover that some of the features were in fact disabled.*

If you want to know more about the complete package, turn now to page 122 and read the first full review of the finished software.

CD ME

I am thinking of buying a CDTV and would like to know the following:

a) Do you think it is worth me buying one at the moment?

b) Are there any new games being planned for CDTV?

c) When is *Microcosm* coming out, and will it be any good?

d) I was told that you can't play Amiga games that require a meg and a CDTV multimedia system. Is this actually correct?

If it is true, why are Indi selling *Kick Off 2* with the CDTV, since this program requires one meg.

Robert Elson, Farnham

It's very difficult to make recommendations as far as CDTV is concerned. If you want the ability to use CDTV software, and do normal computing applications as well, then the CDTV with a mouse, keyboard and floppy drive is the only way to do it at present. But if you only want to play games, then the new CD32 is a much better option.

There are very few new games coming out for the CDTV, but there will be loads for the CD32.

Microcosm *is due to be launched 'at the end of the year', but the only Amiga platform it will be available for will be the CD32.*

The reason that the CDTV can only play some one meg games is down to memory usage. If a game requires more than 512K to run, it will be marketed as a one meg game. But it may only use 900K. These games will work on a CDTV, but games which use almost all of the memory will not have room to work, because the CD drive uses some memory too.

REYNARD THE NAZI

I am writing to complain about *Titus the Fox*. It's an excellent game, but I do detect a bit of racism in the game. I mean it's funny how the evil person happens to be a Muslim. If they want to discriminate against a religion, then why not let it be their own.

Ahmad Malik

And what about all the games where the villains are white Anglo-Saxon Protestants? Or cuddly animals?

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OCTOBER 1993

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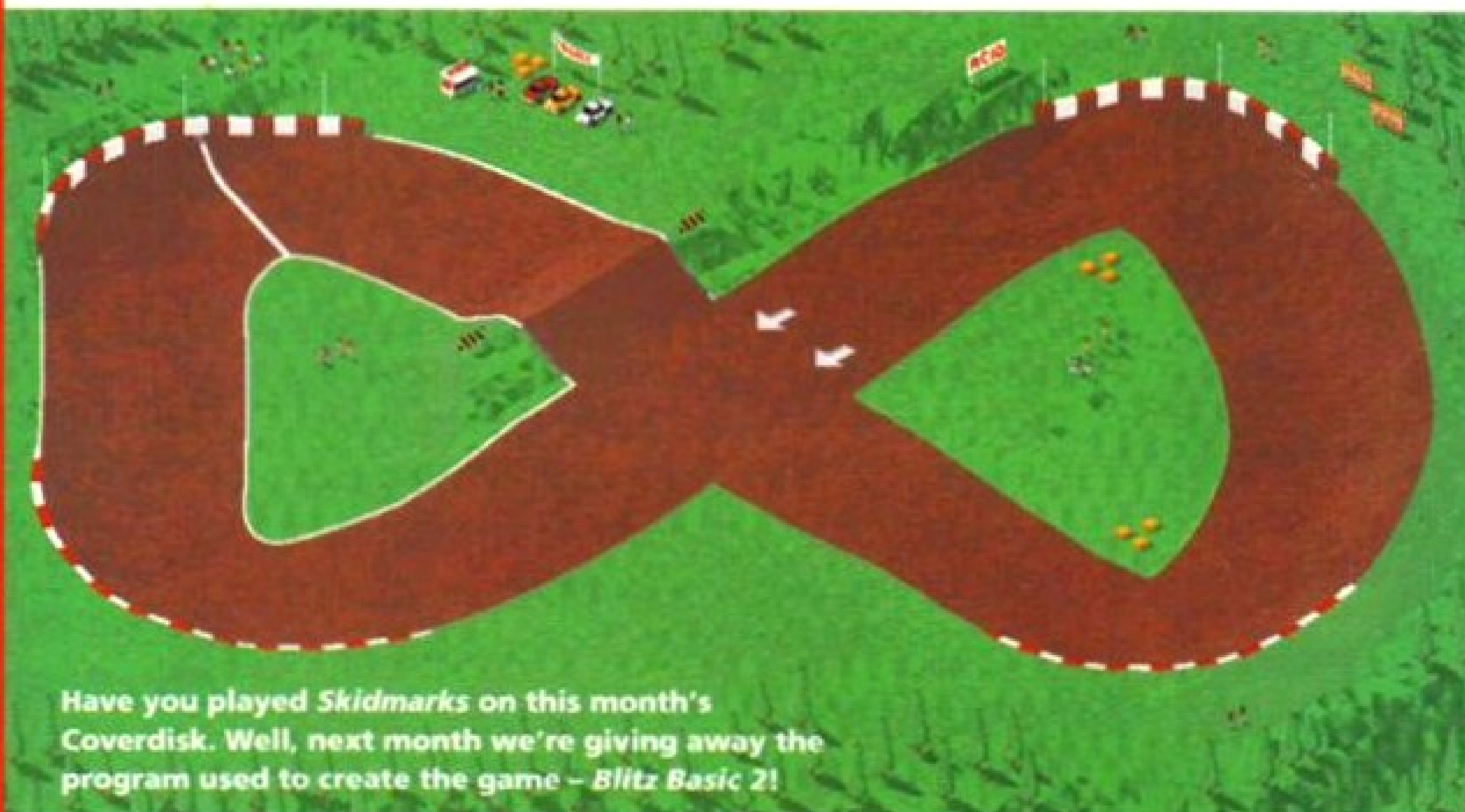
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NEXT MONTH

GET BLITZ'ED FOR FREE!



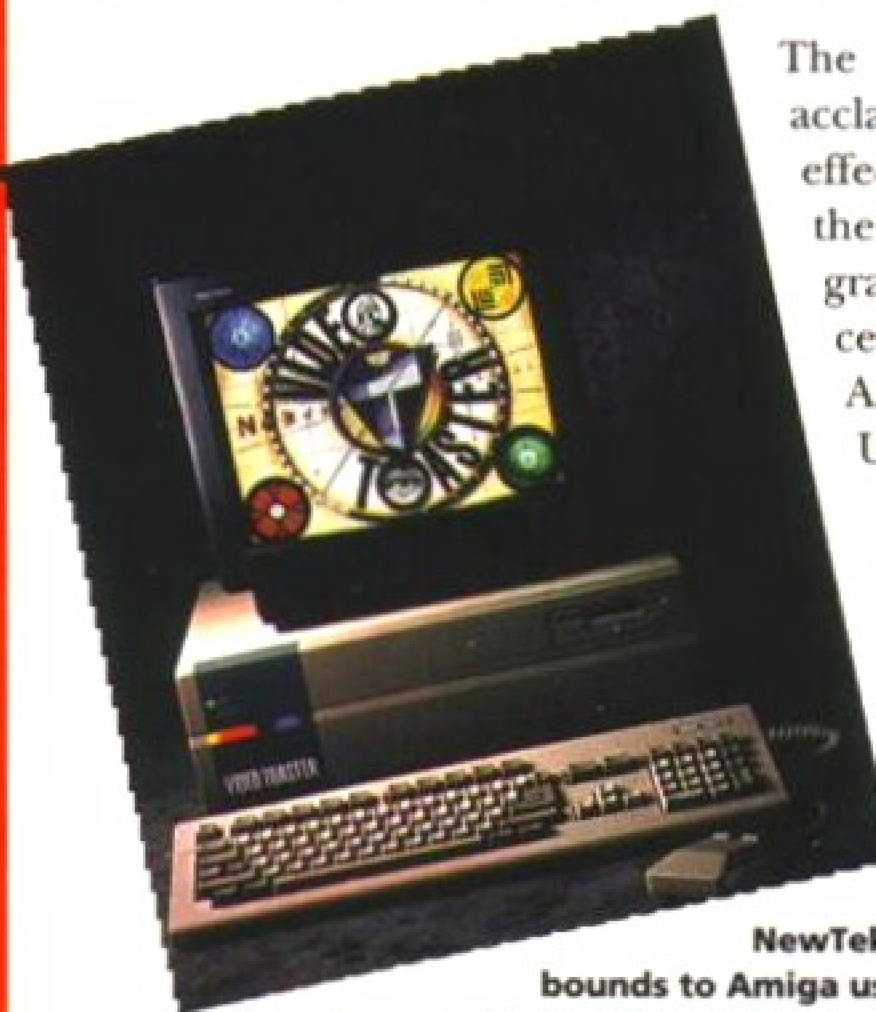
Have you played *Skidmarks* on this month's Coverdisk. Well, next month we're giving away the program used to create the game – *Blitz Basic 2*!

Yes – we've got a full, complete and working version of *Blitz Basic 2* to give away. And that's just what we're going to do on next month's Coverdisk.

For those of you who don't know – *Blitz* is a very powerful programming language capable of producing games and even applications software of commercial quality. And *Blitz* can make full use of Intuition, the Amiga's windows environment, so you can open screens and windows, and scroll smoothly. And because *Blitz* compiles into 100 per cent machine code, it operates incredibly quickly.

So you'd better order your copy now if you don't want to miss out!

VIDEO TOASTER



The Video Toaster has long been acclaimed as one of the best video effects peripherals ever to come out on the Amiga. It's a genlock, a 24-bit graphics card, a real time effects processor and only usable with the American NTSC video standard. Until now, that is.

Next issue we will be taking a look at two new converters which allow you to use the NTSC-only Toaster 4000 with UK PAL video equipment. We'll also be looking at the Toaster itself, and the software that comes with it.

NewTek's Video Toaster has been out of bounds to Amiga users in the UK. This could all be about to change – find out why next issue.

ISSUE 52 NOVEMBER
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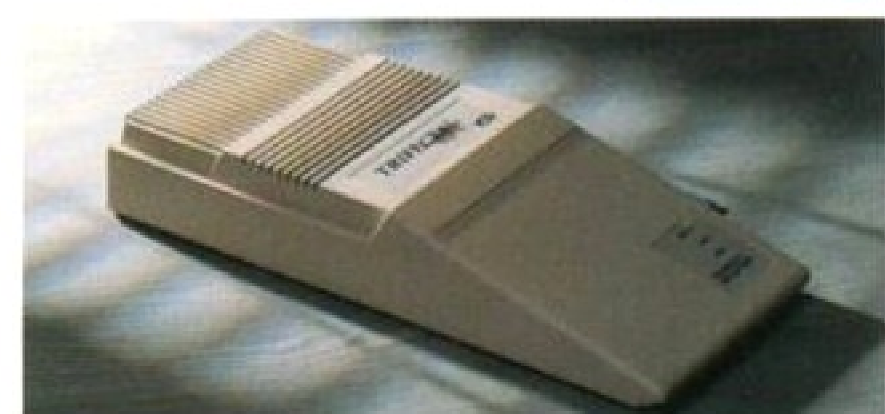
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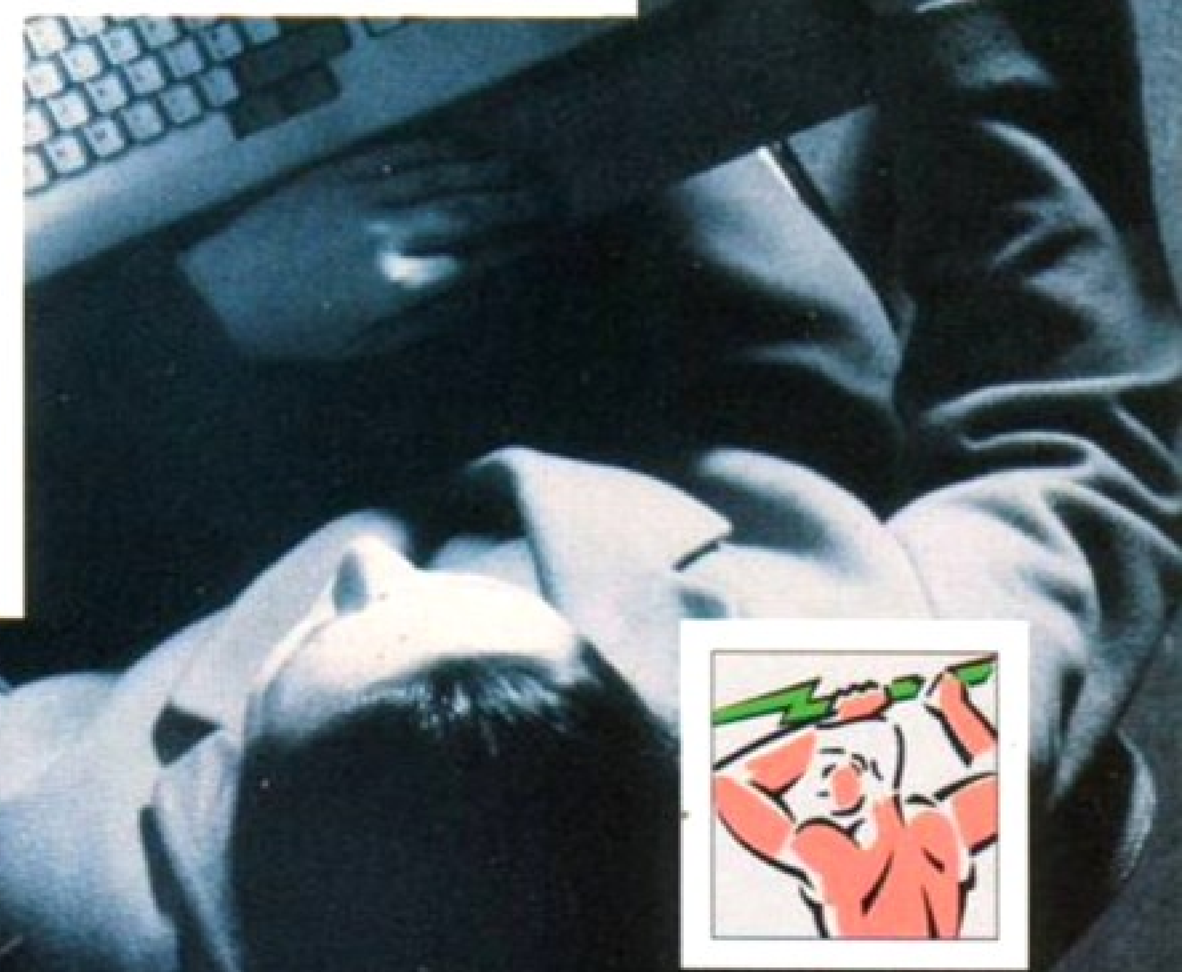
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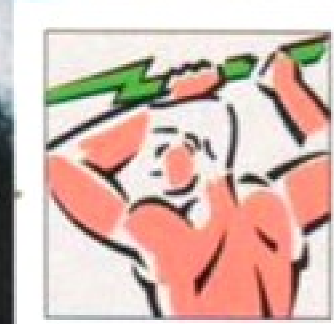
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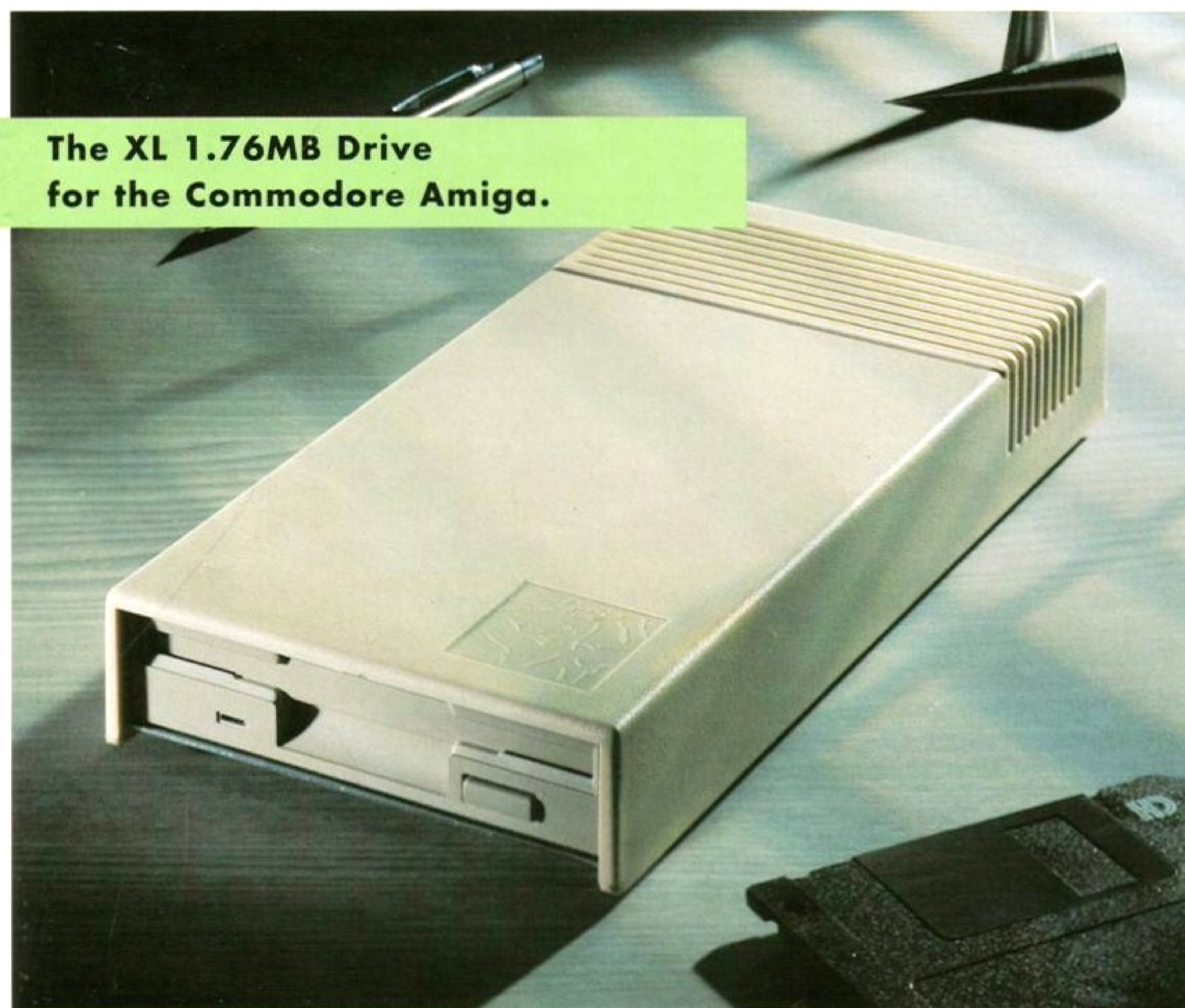
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